



A 3.5/OGL ADVENTURE FOR LEVEL 4

W3™

Flight of the RED RAVEN™



PATHFINDER™
MODULE

By DAVID SCHWARTZ

Jarl's Prison



one square = 40 feet



FLIGHT OF THE RED RAVEN

PATHFINDER MODULE W3

WILDERNESS ADVENTURE

CREDITS

Design: David Schwartz
Development and Editing: Jason Bulmahn, Mike McArtor, Jeremy Walker
Art Director: Drew Pocza
Cover Artist: Eric Deschamps
Interior Artists: Imaginary Friends Studios, Drew Pocza, Wayne Reynolds
Cartographer: Robert Lazzaretti
Managing Art Director: James Davis
Vice President of Operations: Jeff Alvarez
Director of Sales & Marketing: Joshua J. Frost
Sales & Marketing Assistant: Carolyn Mull
Paizo CEO: Lisa Stevens
Corporate Accountant: Dave Erickson
Staff Accountant: Chris Self
Technical Director: Vic Wertz
Publisher: Erik Mona

W3: Flight of the Red Raven is a Pathfinder Module designed for four 4th-level characters. By the end of this module, characters should reach 6th level. This module is designed for play in the *Pathfinder Chronicles™* campaign setting, but can easily be adapted for use with any world. This module is compliant with the Open Game License (OGL) and is suitable for use with the world's most popular fantasy roleplaying game.

The OGL can be found on page 31 of this product.

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Among the mysteries that surround the Fog Peak Mountains, perhaps the most fantastic is the legend of the Jarl of the North Wind. Supposedly, somewhere in these remote peaks, this supernatural sovereign dwells in a fabulous ice palace surrounded by a golden fortune rich enough to tempt even the most accomplished rogue. Whimsical and vindictive, he jealously guards his castle's secret location and throws intruders into the icy maze beneath his treasury, dooming them to wander through the twisting passageways until they inevitably freeze to death.

Of course, most sensible people consider these tales to be little more than myth. After all, no form of magical divination has ever succeeded in finding this Jarl or his supposed palace.

But the stories persist, and through the years a surprising number of people have set off into the mountains to look for the fabled fortune; most of these were never heard from again. Most sages agree that although the Jarl and his fortune probably don't exist, there is something in the mountains that makes them dangerous to explore. The stories remain popular, though, and every once in a while a traveler emerges from the wilderness claiming to have seen the Jarl, his famous treasure, and his infamous maze of ice.



Adventure Background

Long ago, an ambitious djinni sought to advance his position within the Caliphate of the Djinn by poisoning his sovereign and usurping the throne. While he was successful in administering the poison, his treachery was uncovered before he could seize power, and the resulting uproar nearly toppled the Caliphate. Eventually, order was restored and the culprit was brought before the new caliph. It was none other than one of the murdered caliph's own viziers. The caliph stripped the guilty djinni of his title and banished him to a magical prison on the Material Plane. In case they should ever wish to release him (for the djinn are fond of contingencies and loopholes) the caliph's wizards created a key to the prison: the *Vernal Key*.

As the ages passed, the exiled djinni entered the legends of mortals, who call him the Jarl of the North Wind. His domain is relatively easy to enter but nigh impossible to leave. Only the very puissant or very lucky manage to escape. These few return with tales of the Jarl's treasure hoard, which has served only to lead more foolish adventurers to share the djinni's prison. The most recent party to become trapped included Geppa, paramour of the Red Raven.

The Red Raven is a swashbuckling bandit, the scourge of nobles and hero of popular song. When Geppa's band failed to return, the Red Raven consulted a diviner. The mystic

told him the way to free his beloved was to bring the *Vernal Key* to the Jarl's prison.

The *Vernal Key*, meanwhile, had found its way to the village of Azurestone. Oblivious to its original purpose, the villagers rely on the key's potent magic to protect them from the harsh winters they would otherwise face.

Adventure Summary

Determined to steal the *Vernal Key* in order to free his beloved, the Red Raven visits Azurestone during the annual harvest festival and notices the PCs. Worried they might interfere with his plans, he has some of his allies distract the characters. When morning comes, the PCs awaken to find the *Vernal Key* missing and the town on the verge of panic. Winter is fast approaching, and the villagers are in peril without the artifact's protection.

While the local militia sets about battening the town (and quelling rising unrest), the reeve of Azurestone hires the PCs to find the Red Raven and recover the *Vernal Key*. The Red Raven's trail heads into the Boarwood, the uncharted wilderness that lies between the town and the Fog Peak Mountains. The PCs' journey is fraught with peril as outlaws, allies of the Red Raven, lay traps to slow or stop pursuers.

Finally, the PCs reach the mountains to discover they are too late—the Red Raven has already disappeared inside the prison. To recover the *Vernal Key*, the PCs must enter

the Jarl's prison themselves. Once inside, they fend off attacks from the Jarl's servants while they search for the infamous rogue, aided by other desperate prisoners trapped in the icy maze over the decades.

Eventually, the PCs manage to track down the Red Raven. Once they recover the key, the PCs and the other prisoners must find an egress from the maze. Before they can make good on their escape, though, they must deal with the Jarl himself, who attempts to wrest the key from their grasp and make good on his own escape.

Introduction

Although the last of the falling leaves litter the ground, the people of Azurestone are in high spirits. Like leaf-laden dust devils, they flit about the village in their gay autumnal attire in celebration of the annual harvest festival. The market square bustles with activity: farmers have brought in their abundant crops to trade with merchants, who display the latest fashions and fads from the cities of the south. Minstrels and performers seeking to earn some coin bring tales of goings-on in the world at large. Particularly popular are songs about the Red Raven, a swashbuckling bandit who steals from the high and mighty and spends his wealth freely among the common folk. The villagers do not fear the coming season: the centerpiece of the festival is the *Vernal Key*, an artifact that has shielded Azurestone from the cold of winter for centuries.

This adventure begins in the village of Azurestone during the month of Neth (November). There are a number of reasons the PCs might attend the harvest festival:

Relatives: A PC has family in the region. The crop is larger than expected and the relatives ask the PC and his friends to help out with the harvest and then stay for the festival.

Merchants: The PCs have come to the festival with a merchant caravan, either as traders themselves or as guards and teamsters. Alternatively, they could be associated with a troupe of traveling performers.

Hunters: Azurestone is a popular base camp for hunters. A group of aristocrats and their servants (including the PCs) has just returned from such a foray and decide, to stay for the village's harvest festival.

Travelers: The PCs are traveling to or from an adventure. Their arrival in Azurestone coincides with the village's autumn festival. This gives the PCs the opportunity to buy and

sell goods, catch up on news and gossip, and otherwise relax between adventures.

Whatever the reason the PCs are in town, allow them time to get to know Azurestone and its people before the adventure begins in earnest. Having an affinity for the villagers gives the impending peril more emotional impact.

PART ONE: AZURESTONE

The village of Azurestone gets its name from the blue mineral found in the region. Its chief industries are mining (of stone and gems) and farming. The villagers are mostly human, with a significant dwarven minority that dwells predominantly on the south side of the village toward the quarry. Other races and foreigners typically live on the west side of town, where a trade road connects the village with the city of Edme.

AZURESTONE

Village conventional; AL LG

GP Limit 200 gp; Assets 8,000 gp

DEMOGRAPHICS

Population 797

Type mixed (human 60%, dwarf 30%, halfling 5%, elf 2%, half-elf 2%, other 1%)

AUTHORITY FIGURES

Antero Ikonen, LG male human expert 6 (reeve),

Matti Jarvinen, LN male dwarf warrior 1/expert 3 (town elder), Ilmanu Luuko, NG male human cleric 5 of Erastil, Ilda Seppatar, LG female dwarf cleric 3 of Torag

NOTES

Azurestone is protected from winter by the mysterious *Vernal Key* (see sidebar).

Community Features

Most of Azurestone's buildings are wood and thatch, with larger buildings featuring stone foundations and walls.

Deerstalkers' Lodge: This wooden lodge houses visiting hunters and other travelers. The owner is **Ost Untamoinen** (CG male half-elf aristocrat 3), a well-known hunting guide. The accommodations are rather more spartan than the prices would suggest, but Ost's usually wealthy clientele are willing to pay for the opportunity to "rough it."

Inclusive Hall: The village's larger church serves as both pantheon and town meeting hall for the villagers. **Ilmanu Luuko** (NG male human cleric 5 of Erastil) lives in the rectory behind the hall and maintains it for religious and secular purposes. Although Erastil is the patron deity of Azurestone,

Luuko facilitates the worship of most good and neutral gods in the Common tongue. The *Vernal Key* is kept in a reliquary above the rostrum for all to see.

Lattice Inn: Catering primarily to traveling merchants, the Lattice Inn provides both shared accommodations and private rooms. The attached tavern serves common fare, although higher-quality meals can be arranged for the right price. Here, locals and visitors swap stories and gossip. The Lekaninen family owns the inn and almost all of the staff are related in some way.

Sahtisauna: The Sahtisauna is a combination bathhouse and brewery. Customers can take a cleansing sauna, followed by a dip in the cold pool, and then a hydrating drink. In addition to being hostess and brewmaster, **Marja Stonehands** (LG female dwarf adept 3) is also the village's midwife.

The Square: This open-air market serves as an outlet for local farmers and visiting merchants. Surrounding the square are the shops of resident craftsmen such as **Kaja** (LG female human commoner 8), a renowned crafter of string and percussion instruments. During the harvest festival, the square is bursting with stalls and entertainers.

Stone Shrine: This church is one of the few all-stone buildings in Azurestone. Although dedicated to many of the same gods as the Inclusive Hall, services at the Stone Shrine are practiced in the Dwarven language and the dwarven manner, for a predominantly dwarven congregation. **Ilda Seppatar** (female dwarf cleric 3 of Torag) is high priestess of the Stone Shrine.

Sun's Rest: This pub caters to local tastes and many of Azurestone's prominent citizens are regulars. If one doesn't mind standing out like a sore thumb, this is a good place for an outsider to absorb the local flavor. Most nights, the tannery owner **Tahvo Rahla** (LN male human expert 3) sits by the fire with a mug of beer.

The Harvest Festival

A wide variety of diversions are available during the harvest festival. In the square, traders both local and foreign ply their wares while musicians and jugglers (and even a puppet show) entertain young and old alike. The homey smell of traditional local food competes with the exotic odor of alien delicacies. Away from the bustle of the market, men and women show off their prowess in athletic

THE VERNAL KEY

(minor artifact)

Aura strong transmutation; CL 20th

Slot none

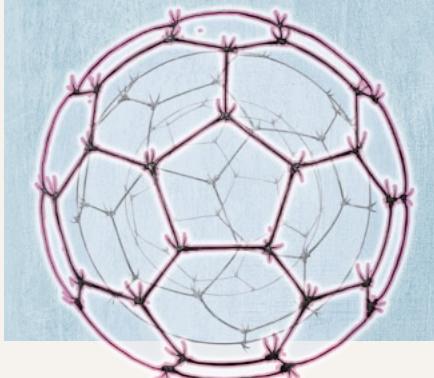
Description

The *Vernal Key* consists of three lattice orbs, one inside the other, all carved from a single piece of blue mineral. The key was created to unlock the Jarl's prison, but as a side effect it also protects the region around it from the ravages of winter.

Within a 5-mile radius of the *Vernal Key*, otherwise cold weather (below 40° F) becomes moderate, while severe cold (below 0° F) becomes only cold. A mild wind demarcates the edge of this effect. The key must remain stationary (unattended) to produce this effect; it takes 24 hours for the artifact to attune itself to its locale. The key only ameliorates natural weather; it has no effect on magically created effects or extraplanar environments (such as within the Jarl's prison).

Destruction

The power of the *Vernal Key* is intrinsically tied to the Elemental Plane of Air, where it was created. It can only be destroyed by returning it to that plane and then using a *rod of cancellation* on it.



games such as footraces, log splitting, and archery. In and around the Inclusive Hall, villagers gather to hear the stumping of local leaders, the sermonizing of clerics, and especially the news and stories of wandering bards.

Allow the PCs to participate in any of the activities on offer at the harvest festival. The following are a couple ideas to engage the PCs:

The Apothecary: In the square, **Virkon** (N male human adept 3), an apothecary from the southern coast, hosts a compact booth over-



Designer Notes

THE HARVEST FESTIVAL

For extra fun, have the PCs cross paths with Aric of Halvon (also known as the Red Raven) at the harvest festival. He might be one of the people who bustles past them in the market or a fellow contestant in one of the competitions. Perhaps Aric is putting on a puppet show of the Red Raven's exploits (of course, the puppet looks nothing like him). At this point, he should appear as nothing more than an incidental character among the many people the PCs meet, at least until they catch up with him later.

loaded with small bottles. He has tonics and panaceas for all price ranges, although most of his wares are of questionable effectiveness. Some of his higher-priced nostrums are, in fact, magical potions.

VIRKON'S WARES

The apothecary has 1d4 vials of each of these potions.

Potion	Cost
Antitoxin	50 gp
<i>Cure light wounds</i>	50 gp
<i>Endure elements</i>	50 gp
<i>Bear's endurance</i>	400 gp
<i>Bull's strength</i>	400 gp
<i>Cat's grace</i>	400 gp
<i>Cure moderate wounds</i>	400 gp

The Contest: A sizeable crowd gathers in an empty field on the edge of town to watch the shooting contest. In this event, competitors use light crossbows—the weapon of choice for local hunters. Crossbowmen cycle

through a variety of targets ranging in size, distance, and movement designed to simulate hunting situations. Rather than roll for each individual bolt, allow any PC competing to make three attack rolls. The character gains a +2 circumstance bonus on the first roll if he has Point Blank Shot and a +2 circumstance bonus on the third roll if he has Far Shot. The total of these rolls is the PC's final score.

TOP SCORES

Not including the PCs.

Name	Score
Ilpo Makine	62
Saina Ikonen	57
Jan Lekainen	50

PRIZES

- 1st A fine quiver and 10 masterwork bolts
- 2nd 6 masterwork bolts
- 3rd 4 masterwork bolts



The Night Before (EL 4)

As night falls, the outdoor activities draw to a close. Villagers and visitors alike retire to taverns and inns to continue the celebrations around warm, glowing hearths where beer and conviviality flow freely.

Even on a festival night, the streets of Azurestone are nearly empty after dark, a fact the Red Raven plans to exploit. While enjoying the festival incognito, however, he notices the PCs and decides to send a few of his allies to make sure they don't interfere with his heist.

Creatures: A team of scallies, cutpurses, and con men—all allies of the Red Raven—attends the festival wearing the clothes of humble farm laborers. They discreetly learn where the PCs are staying and follow them back to their lodging. How the scallies approach the PCs depends on who the PCs are and what they are doing. Plan A is simply for one or two of the scallies to openly approach the PCs in the guise of fellow revelers and encourage them to drink and carouse themselves into an early night. Skilled at misdirection, the scallies merely feign drunkenness. A scally might attempt to seduce a willing PC. Should any PCs be awake and sober as midnight approaches, the rogues incite a drunken brawl. The turmoil attracts members of the militia (LG human or dwarf warrior 1), who order everyone to their homes or rooms. Characters who draw a weapon or cast an offensive spell are arrested.

If some of the PCs decide to wander the streets at night, one or more scallies follows them. The rogues approach the PCs and try to start a fight, first with insults, then with fists. If a scrap does break out, the noise attracts a pair of militiamen, who try to break it up. The scallies blame the PC for starting the fight and demand the militiamen arrest them—a distinct possibility if the accused characters are not as convincing as the rogues.

SCALLIES (4)

CR 2

Male or female human rogue 2

N Medium humanoid

Init +3; Senses Listen +1, Spot +5

DEFENSE

AC 13, touch 12, flat-footed 11;
(+1 armor, +2 Dex)

hp 12 (2d8)

Fort +0, Ref +5, Will +1

OFFENSE

Spd 30 ft.

Melee unarmed +3 (1d3+2)

Special Attacks sneak attack +1d6

Defensive Abilities evasion

TACTICS

During Combat The scallies fight unarmed but aim for their opponent's vitals, using sneak attack as often as possible. If multiple scallies are involved in combat, they attempt to flank the PCs. If flanking isn't possible, they feint before each strike, hoping to deal more damage.

Morale If reduced to 3 or fewer hit points (or he receives an equivalent amount of nonlethal damage), the scally drops to the ground as if downed (sneaking off when the opportunity presents itself).

STATISTICS

Str 14, **Dex** 15, **Con** 10, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +1; **Grp** +2

Feats Dodge, Improved Unarmed Strike

Skills Bluff +6, Diplomacy +8, Disguise +6 (+8 acting), Gather Information +6, Hide +7, Open Lock +9, Sleight of Hand +9, Spot +6

Languages Common

SQ trapfinding

Gear baggy clothing, padded armor, masterwork thieves' tools, 2d4 sp

Development: The scallies make every effort to appear as nothing more than random ne'er-do-wells. If the PCs suspect them of working for someone and can get the rogues to talk, the scallies only admit they were doing a favor for someone named Aric, and that they were to make sure the PCs were occupied around midnight. They don't know what is being stolen.

Some time early in the morning, the scallies disappear, perhaps lightening the PCs' purses for their trouble.

A Cold Morning

The next morning, the entire town is abuzz about the theft of the *Vernal Key* by the notorious Red Raven. Most of the townsfolk are in shock, none of them having ever faced a winter without the artifact's protection, and many are on the verge of outright panic. No one can understand why the Red Raven would do such a thing, and many regret the kind things they said about him. If the PCs impressed any townsfolk at the fair on the previous day, they are encouraged to go to the Inclusive Hall and participate in the meeting to determine how to save Azurestone. If the PCs do not go on their own, by noon a council messenger is dispatched to request their presence.



Designer Notes

THE NIGHT BEFORE

This event serves as prologue to the coming adventure. Make it the kind of encounter that engages your players, and thus distracts their characters. If you play it as a social encounter, you can use the NPCs to fill in details about the region which might prove pertinent to the coming adventure. As a combat encounter, it allows the PCs to "warm up" with a nonlethal combat before the dangerous events to come.

The Reeve

When the PCs arrive at the Inclusive Hall, they find that quite a crowd has gathered outside to await the council's decision. Inside, at a table strewn with papers, the elders of the village sit in earnest conversation beneath the gaze of graven gods. At the head of the table sits the Azurestone's reeve, **Antero Ikonen** (LG male human expert 6). When the PCs arrive, he welcomes them and outlines the current situation.

"Last night around midnight, the rector heard a noise from inside this hall. He opened the doors just in time to see a man in a tattered red cape steal away with the Vernal Key.

"Not long after, Larno, in his job to gather the night soil, says he saw a man run past his hut, cape flapping like wings behind him, carrying a sack under his arm. He swears it was the Red Raven.

"You folks would do us a great kindness if you could capture the Red Raven and return the Vernal Key. As you know, the relic is the only thing that stands between us and the cold breath of Gozreh. I've got to plan for the possibility that we'll have to face the winter unaided. If I can trust you with this task, it would free up the militia to batten the village. We have scant weeks to prepare."

Ikonen is worried for the people of Azurestone and is desperate to see the *Vernal Key* returned. He also has a strong sense of justice and wants to see the thief brought to trial. Of course, capturing the Red Raven would certainly add to his prestige.

FRIENDS IN LOW PLACES

Expecting pursuit, the Red Raven called in some favors with a few of his previous partners in crime to help him abscond with the key.

Anth, Caspar, Garbor, and Thursas; scallies: These thieves specialize in pickpocketing, shoplifting, and confidence scams. They first worked with the Red Raven when the scallies were only young urchins in the streets of Edme.

Dwale and Rhis, gnome saboteurs: These siblings are notorious burglars and saboteurs. Their fey nature unsettles most people, as does their need to take revenge on those who offend their inconsistent ideas of justice.

Grimyr and Helfrig, bugbear brutes: These thugs first met the Red Raven when they were ordered to beat him up. The Red Raven managed to talk his way out of the situation by questioning the fairness of their current employment and offering to get the pair better jobs (which he did).

Arel, Eron, Tesh, and Ulric; highwaymen: These outlaws are part of a larger band that targets coaches and caravans along the roads outside of Edme. These “lords of the road” effect noble demeanors, although these are as misbegotten as the rich accoutrements they wear.

Cale the Calistrian, elf sorcerer: Cale is a manipulator of magic and emotions. He is an *agent provocateur*—ostensibly for whomever pays him, but really for his mistress, Calistria, goddess of passion and trickery. It was Cale who introduced Geppa to the Red Raven. Cale prefers cities to forests, yet he became the nominal leader of the outlaw band. Although all the outlaws are allies of the Red Raven, they are independent by nature and it is only Cale’s silver tongue that keeps the bandits from fighting among themselves.

If the chance for heroism is not sufficient, the reeve offers a sum of 150 gp per character for the return the *Vernal Key*, and another 50 gp per character if they capture the thief.

The PCs can speak to the witnesses, although they have little more to tell. The rector, **Ilmanu Luuko** (NG male human cleric 5 of Erastil), takes the theft personally. He claims to have seen the Red Raven disappear in a cloud of



ANTERO IKONEN

smoke. Those villagers who have heard his tale, however, attribute this magic to Ilmanu’s overfondness for ale.

Larno (LN male half-orc warrior 1/commoner 4) is one of the few half-orcs in the village. His orc blood makes him well suited for his occupation as a farmer, but his human side gives him aspirations. Larno hopes to parlay his brush with fame into greater recognition in the community.

HIRING A GUIDE

If none of the PCs possess the Track feat, Ikonen encourages them to hire a tracker and recommends Ost Untamoinen, owner of the Deerstalker’s Lodge, and a popular hunting guide. Ost also helps rescue people lost in the forest. Ost is glad to help recover the key, although he doesn’t follow the PCs into the Nordein Glacier (see page 13).

Ost Untamoinen

CR 3

Male half-elf elite aristocrat 3

CG Medium humanoid (elf)

Init +2; Senses low-light vision; Listen +6, Spot +6

DEFENSE

AC 15, touch 12, flat-footed 13
(+3 armor, +2 Dex)

hp 11 (3d8-2)

Fort +2, Ref +3, Will +5

OFFENSE

Spd 30 ft.

Melee handaxe +3 (1d6+1/x3)

Ranged mwk composite longbow +5 (1d8+1/x3)

TACTICS

During Combat Ost avoids melee, but does aid the PCs from range.

Morale Ost retreats if reduced to 5 or fewer hit points.

STATISTICS

Str 13, Dex 15, Con 8, Int 12, Wis 14, Cha 10

Base Atk +2; Grp +3

Feats Great Fortitude, Track

Skills Diplomacy +2, Gather Information +2, Hide +5, Knowledge (geography) +6, Listen +6, Move Silently +5, Ride +3, Search +1, Spot +6, Survival +8 (+10 hazards)

Languages Common, Dwarven, Elven

Gear handaxe, masterwork composite

longbow (+1 Str), 60 arrows in an efficient quiver, masterwork studded leather armor, miscellaneous hunting and camping gear

Ost Untamoinen has a noble bearing and an upper-class accent, although he claims to be no more than a humble hunting guide. Many in the village believe he is the bastard son of an elven lord and it was his father who taught him woodcraft. The more cynical say his affectations ape those of his wealthy clients.

Ost is casually superstitious. He takes it for granted that he should perform no action without first propitiating the appropriate god. Rather than give straight advice on survival and tracking, Ost instead recounts myths about how a god solved a particular problem or warnings about what actions might upset the spirits.

Physical Characteristics: Ost takes after his elven ancestors and is tall and lean. He has fair skin and woody brown hair and eyes.

PART TWO: THE BOARWOOD

Nearly 60 miles of uncharted boreal forest separates the village of Azurestone from the Fog Peak Mountains in the west. This region is known as the Boarwood—Erastil’s Hunting Grounds. No evidence of modern civilizations mars the forest, save for a handful of cabins used by game hunters during the summer months.

Wilderness Features

The Red Raven pushes himself to travel 9–10 hours a day (depending on how quickly fatigue sets in), averaging 14 miles per day. The Red Raven makes no attempts to hide his tracks or his campsites. The dirt road out of Azurestone is firm ground for the purposes of tracking (base DC 15). The road



quickly tapers once it reaches the forest. The Boarwood is trackless forest (reducing overland movement by half). The ground is boggy this time of year, making tracking easier (base DC 10), but could prove difficult or dangerous for horses. Once in the foothills, the terrain becomes rockier, yet intermittent snow on the ground betrays the Red Raven's footsteps (base DC 10).

On the fourth day after the theft, snow begins to fall over the mountains and foothills, obscuring the Red Raven's path by day's end (DC +10).

The Boarwood is replete with wild game, but not all the hunters are of the two-legged variety. Characters traveling through the Boarwood have an 8% chance per hour of a dangerous encounter (see page 8).

E1. Stone Quarry (EL 5)

This section of road west of Azurestone winds through low hills, now scarred and pitted by the

rock quarries that give Azurestone its name. The packed-dirt path picks its way through rocky hills covered with brush and scree.

The stone quarries have been inactive recently, as most of the workers have been helping with the harvest. The Red Raven made his escape from the village along this road. The outlaws set their first ambush here where the road snakes between two hills.

Creatures: On top of the southwest hill hide two gnome saboteurs. The outlaws plan to create an avalanche to discourage pursuit of the Red Raven.

Gnome Saboteur (2)

Male and female gnome rogue 2
N Small humanoid

Init +6; **Senses** low-light vision; **Listen** +6, **Spot** +4

DEFENSE

AC 15, touch 13, flat-footed 13; +4 AC vs. giants
(+2 armor, +2 Dex, +1 size)

hp 13 (2d6+4)

Fort +2, **Ref** +5, **Will** -1 (+2 vs. illusion)

Defensive Abilities evasion

OFFENSE

Spd 20 ft.

Melee mwk shortsword +4 (1d4+1/19–20)

Ranged dagger +4 (1d3+1/19–20)

Special Attacks sneak attack +1d6, +1 on attacks vs. goblins and kobolds

Spell-Like Abilities (CL 1st):

1/day—*dancing lights, ghost sound* (DC 12), *prestidigitation, speak with animals* (burrowing mammals only)

TACTICS

Before Combat The gnomes are hidden atop the southwest rock mound and can only be seen with a DC 23 Spot check (includes a +2 circumstance bonus for camouflage). As the PCs pass between the scree piles, the gnomes activate their trap.

During Combat If the PCs spot the gnomes and attempt to scale the scree or fire on them, the gnomes trigger the avalanche to cover their retreat.

SABOTAGE (EL 4)

During the night, the two gnomes from the quarry return to plague the PCs. This event can occur whenever you like.

One of the gnome saboteurs attempts to sneak into the PCs' camp, while the other distracts any wakeful characters with her spell-like abilities. Once in the camp, the gnome causes as much mischief as she can: emptying bags, spoiling food, unhitching horses, stealing small personal items and planting them on other PCs, and so on. Their goal is to delay the PCs with petty frustrations—the gnomes don't hurt anyone unless attacked.

If a gnome is captured and made friendly through Diplomacy or Intimidate (initial attitude of unfriendly), she can lead the PCs to the outlaw camp.

BOARWOOD ENCOUNTERS

d%	Encounter	Source	Average EL
1–20	1d2 black bears	MM 269	3
21–35	Dire wolf	MM 65	3
36–40	Dryad	MM 90	3
41–50	1d2 assassin vines	MM 20	4
51–70	1d6+1 wolves	MM 283	4
71–85	1d4+1 dire badgers	MM 62	5
86–100	1d2 owlbears	MM 206	5

armor, masterwork thieves' tools, pony (hitched elsewhere)

Traps: The outlaws set up a clever mechanism to cause an avalanche, but it requires the strength of both gnomes and 1 full round to activate. If the PCs don't detect the outlaws (or choose to ignore them), the PCs only have time for a single action (move or standard) between when the rocks begin to rumble and move and when they slide onto the road.

SCREE AVALANCHE CR 5

Type mechanical; Search DC 20; Disable Device DC 20

EFFECTS

Trigger manual (1 round); Reset none

Effect Reflex 15 half (8d6, bury zone) and buried; or Reflex 15 negate (3d6 and buried, slide zone); multiple targets

NOTES

The avalanche spooks horses and other normal animals, causing them to bolt (in a random direction) unless controlled by a rider or handler.

Allies: If he is with the PCs, Ost is focused on the Red Raven's track. Knowing the stone quarry is closed for the season, the tracker gives minimal attention to things outside the road, and assumes the gnomes (if spotted) are miners. At the sound of the avalanche, Ost yells a warning and tries to drag a Small character (if any are present) out of danger. If anyone is buried, he is more concerned for that character than for chasing the outlaws.

Development: The saboteurs have no intention of facing the PCs in combat. If the PCs manage to follow them into the quarry, the gnomes use a combination of mundane and magical talents to confound the PCs and delay them even longer. If captured, the gnomes can lead the PCs to the outlaw camp (on the far side of the river), but try to escape at every opportunity.

E2. The Cauter (EL 5)

The Red Raven's trail skirts a clearing. The treeless corridor runs a quarter mile to the southwest. A light breeze bears the scent of charcoal.

The clearing, known as the Cauter, is the result of a fire many years back. The trees around the clearing still bear scorch marks and the soil in the area is ashy. The Red Raven turned and traveled southwest along the clearing. The outlaws attempted to cover his tracks and set up a false trail that continues west. A DC 10 Survival check made by a character with Track reveals only the false trail. A base DC 22 Survival check is required to discern the true path.

About a mile along the false trail, the outlaws set up a fake abandoned camp. They seeded this site with snare traps to further frustrate the PCs.

Creatures: A giant spider (marked with an "S" on the encounter map) lurks in the canopy above the false camp. Noise or violent motion—such as from someone struggling to escape a snare—draws the arachnid's attention.

HUGE MONSTROUS SPIDER CR 5

N Huge Vermin

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +8

DEFENSE

AC 16, touch 8, flat-footed 14
(+3 Dex, +5 natural, -2 size)

hp 52 (8d8+16)

Fort +8, Ref +5, Will +2

Immune mindless, vermin traits

OFFENSE

Spd 40 ft., climb 20 ft.

Melee bite +9 (2d6+6 plus poison)

TACTICS

Before Combat The spider is hidden in the foliage 40 feet above the false camp (Spot DC 17 to notice, includes distance

STATISTICS

Str 12, Dex 15, Con 15, Int 12, Wis 8, Cha 10

Base Atk +1; Grp -2

Feats Improved Initiative

Skills Climb +1 (+3 ropes), Craft (trapmaking) +6, Disable Device +6, Escape Artist +2 (+4 ropes), Hide +11, Listen +6, Move Silently +7, Open Lock +7, Search +6, Spot +4, Use Rope +7

Languages Common, Gnome, Sylvan

SQ trapfinding

Combat Gear tanglefoot bag (2); Other Gear daggers (4), masterwork shortsword, leather

and circumstance bonuses). Unless it is attacked first, the spider does not attack until it senses a disturbance below it.

During Combat The spider focuses its attacks on a single character, preferably and entangled one. If its target goes limp, the spider absconds with its prize.

Morale The spider flees if reduced to fewer than 15 hit points.

STATISTICS

Str 19, Dex 17, Con 14, Int —, Wis 10, Cha 2

Base Atk +6; Grp +18

Skills Climb +12, Hide -1, Jump +12, Spot +8

Traps: The outlaws' traps (marked with an "T" on the encounter map) are simple animal snares enlarged to catch a creature's leg. Characters who move through the campsite have a chance of walking into one of the hidden snares.

SNARE (6) CR 1/2

Type mechanical; Search DC 20; Disable

Device DC 20

EFFECTS

Trigger location; Reset manual

Effect DC 20 Reflex save avoids; target is entangled and cannot move. Target can escape with a DC 20 Escape Artist or Dexterity check (as a full-round action), a DC 25 Strength check (as a full-round action), or by dealing 5 points of damage to the snare.

Allies: If Ost takes 10 on his Survival check, he misses the true trail on the first pass. When a snare goes off, Ost stops and scans the forest, possibly catching sight of the giant spider. If he does, he silently indicates the spider to the PCs and warns them against disturbing it. Once combat begins he keeps his distance and attacks from range.

Treasure: A *wand of dancing lights* (1d20+20 charges) was left in the camp, as if forgotten in haste.

Development: The false trail ends suddenly about a quarter of a mile past the fake camp. Clever PCs can follow the outlaws' own trail (see the Meet the Outlaws sidebar on page 10). Once the PCs recognize the false trail for what it is, give them a +4 circumstance bonus on Survival rolls to find the Red Raven's actual trail.

E3. Carrion Trap (EL 5)

This section of forest seems unremarkable. The plants are the same as they have been throughout the journey, and the sounds of wildlife are as strong as ever. Yet the smell of death is on the wind; borne by the breeze that blows down from the mountains, it taints the idyllic forest with the touch of decay.

Creature: As the Red Raven turned south toward the distant mountains, his trail took him past the lair of one of the forest's more dangerous scavengers: a carrion moth. This disgusting abberation is normally relatively harmless to travelers, as it hunts only at night and tends to avoid large prey. When the bandits passed by its lair, however, Cale took the opportunity to lay a trap for the PCs. Knowing that the carrion moth is drawn to the scent of decaying flesh, he killed a deer and left its carcass on the trail directly opposite the entrance to the monster's lair. By the time the PCs arrive, the moth is feeding on its corpse and wastes no time in attacking the PCs as soon as it sees them.



MEET THE OUTLAWS

At some point, the PCs might capture an outlaw or track them back to their camp. Unless being actively pursued, the outlaws cover their tracks, increasing the Survival check DC by +5. The outlaws camp about a mile from the site of the last (or possibly next) ambush.

The outlaw band consists of two bugbear brutes, two gnome saboteurs, four highwaymen, and an elven sorcerer (see the Friends in Low Places sidebar). Depending on when the PCs visit the camp, there could be missing outlaws. The outlaws are initially unfriendly toward the PCs: their instructions are to slow down pursuit. They aren't trying to kill anyone, but they do if the PCs leave them no choice.

If the PCs wish to parley, the sorcerer Cale the Calistrian speaks for the outlaws. If the PCs can adjust his attitude to at least indifferent, Cale attempts to justify the outlaws' actions. The Red Raven didn't steal the relic for profit, but to rescue his lover and others from the grasp of the evil Jarl of the North Wind. The outlaws have nothing personal against the PCs—they only wish to see their friends reunited.

The outlaws know from the Red Raven that Geppa disappeared in the Fog Peak Mountains, and that he is following the instructions of a diviner. The bugbears can recount tales about the Jarl of the North Wind and his fabulous hoard (but do not know that he is imprisoned).

The outlaws are indifferent to the plight of the villagers. Cale's position is simple: the outlaws will continue to harass the PCs until they turn back. If the PCs can convince him that they want to help the Red Raven rescue Geppa (and adjust his attitude to friendly), Cale and the outlaws let them go on. Even if the outlaws are made helpful or hostile, they don't follow the PCs into the mountains.

Ad Hoc XP: If the PCs convince the outlaws to let them continue unmolested, award them XP for an EL 7 encounter.

This creature resembles a giant-sized moth with long, beautiful wings covered in rippling skull patterns. Its head is shaped like that of a centipede, with four long tentacles

surrounding its mouth. It also possesses a single pair of needle-like mandibles.

CARRION MOTH

CR 5

N Large aberration

Tome of Horrors 33

Init +4; **Senses** darkvision 60 ft., scent; Listen +7, Spot +7

Aura drone (80-ft. radius, DC 14)

DEFENSE

AC 20, touch 13, flat-footed 16;
(+4 Dex, +7 natural, -1 size)

hp 32 (5d8+10)

Fort +3, **Ref** +5, **Will** +6

OFFENSE

Spd 30 ft., climb 15 ft., fly 60 ft. (good)

Melee 4 tentacles +5 (paralysis) and
bite +0 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks paralysis (DC 14), stench (DC 14)

TACTICS

During Combat The carrion moth is a straightforward fighter. It charges the closest PC and attempts to paralyze him.

Morale If the moth is reduced to fewer than 10 hit points, it attempts to grab a paralyzed foe and flee back to its lair.

STATISTICS

Str 16, **Dex** 18, **Con** 14, **Int** 1, **Wis** 15, **Cha** 6

Base Atk +3; **Grp** +10

Feats Alertness, Combat Reflexes

Skills Climb +13, Listen +7, Spot +7

Languages none

SQ trapfinding

SPECIAL ABILITIES

Drone (Ex) The flapping wings of a carrion moth emit a mind-numbing drone that affects all creatures within 80 feet that hear it. Affected creatures must succeed on a DC 14 Will save or become confused (as the spell) for 2d4 rounds. A creature that successfully saves cannot be affected by the same carrion moth's drone attack for one day. The save DC is Constitution-based.

Paralysis (Ex) An opponent hit by a carrion moth's tentacle attack must succeed on a DC 14 Fortitude save or be paralyzed for 2d6 rounds. The save DC is Constitution-based.

Stench (Ex) When a carrion moth dies, its carcass splits open and releases a foul-smelling gas. All living creatures (except other carrion moths) within 5 feet of the carcass must succeed on a DC 14 Fortitude save or be nauseated for 1d4+1 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected

by the same carrion moth's stench for one day. A *delay poison* or *neutralize poison* spell removes the effect from the nauseated creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

E4. Hunters' Bridge (EL 4 or 6)

The path ahead is blocked by a river some fifty or more feet across. Silvery fish swim in the lee of a fallen tree that reaches nearly to the middle of the stream. A small way downstream, a narrow walkway hangs suspended over the water by thick ropes. The suspension bridge rises to a height of thirty feet over the banks, but drops down to a scant ten feet over the river in the center of the crossing. The varying age and quality of materials suggests that the bridge has been repaired intermittently over many years.

This is the Kantele River. The Red Raven balanced along the fallen tree and then used his magic cape to teleport to the other bank. The makeshift bridge appears to be the easiest way for the PCs to cross the river. Generations of hunters have maintained this bridge over the years. It is the site of the outlaws' second ambush.

Creatures: Three 6-foot-long panu pike nest near the bridge. Any creature entering the water (intentionally or otherwise) attracts the attention of these voracious fish. Similar pike live up and down the length of the river, and are encountered anywhere the PCs attempt to cross.

The outlaws left two of their number, a couple of bugbear brutes (marked with a "B" on the encounter map), to keep a lookout on the bridge. The two brutes hide up a tree near the bridge's far end. They fire on anyone crossing the bridge but flee if the trespassers are not easily discouraged.

MEDIUM PIKE (3)

CR 1

hp 16; **MM** 279 (Medium shark)

TACTICS

During Combat Two pike attack the first person to enter the water. Another character entering the water lures the third pike into the fray. The pike attempt to capsize any small boat or raft crossing the river if there is no easier prey.

Morale Once there is blood in the water, the pike fight to the death (perhaps even turning on

False Camp



each other if the PCs escape). Otherwise, they flee when reduced to fewer than 5 hit points.

BUGBEAR (2) CR 2

hp 16; MM 29

Ranged masterwork light crossbow +4
(1d8+19-20)

TACTICS

Before Combat The bugbears are hidden in the foliage (giving them concealment). They each ready an action to shoot anyone who pauses to look for traps on the bridge.

During Combat The bugbears take potshots at the PCs, with a preference for characters trying to disarm the traps and those who return fire. If one of the PCs falls into the water, the bugbears focus on that character, hoping to draw the attention of the pike. Their goal is to get the PCs to either flee or charge into one of the traps.

Morale The bugbears retreat into the foliage if reduced to fewer than 10 hit points or if anyone passes the third trap.

Traps: At three points along the bridge, the outlaws rigged the walkway to collapse.

WEAKENED PLANKS CR 1/2

Type mechanical; Search DC 24; Disable

Device DC 20

EFFECTS

Trigger location; Reset manual

Effect DC 20 Reflex save avoids; 10 ft. fall into water (no damage)

Allies: Ost knows about the large carnivorous fish in the river and suggests the party take the bridge. The tracker has crossed the bridge countless times and vouches for its stability. When the bugbears

start firing, Ost takes cover behind a tree and returns fire.

Treasure: A successful DC 11 Knowledge (nature) check identifies the fish as panu pike. The PC also knows that flame-colored ambergris often forms in a panu pike's abdomen. If the PCs gut these large specimens (such as to cook them) they discover a waxy, red-yellow chunk worth 300 gp in each fish.

Development: If the PCs somehow manage to capture a bugbear and make him friendly through Diplomacy or Intimidation (initial attitude of unfriendly), the brute can lead them to the outlaw camp (see Meet the Outlaws sidebar).

E5. Gorge Mouth (EL 6)

The trail of footprints in the snow passes between two steep tors up ahead. Eight stone outcroppings, each as large as a small cottage, protrude like teeth from the gorge's mouth. Tumbles of snow form ramps in the spaces between the ledges.

The stone cubes are all that remains of a structure that once stood here. Although an obvious site for an ambush, attempting to circumvent this bottleneck would take the PCs miles out of their way, and reacquiring the Red Raven's trail could prove difficult. Sure enough, the outlaws set up their last ambush here. They seeded the area with booby traps and covered their handiwork with fresh snow.

Creatures: A gang of highwaymen (marked "H" on the encounter map) watches the pass. An elf sorcerer (marked with a "C" on the encounter map), the outlaws' nominal leader in the absence of the Red Raven, provides magical support.

HIGHWAYMAN (4) CR 1

Male and female human rogue 1/warrior 1

N Medium humanoid

Init +2; **Senses** Listen +2, Spot +2

DEFENSE

AC 17, touch 12, flat-footed 15;
(+4 armor, +1 shield +2 Dex)

hp 14 (2HD; 1d6+1d8+4)

Fort +4, **Ref** +4, **Will** +0

OFFENSE

Spd 30 ft.

Melee mwk flail +3 (1d8+1)

Ranged mwk composite shortbow +4 (1d6+1/x3)

Special Attacks disarm +9, sneak attack +1d6

**TACTICS**

Before Combat The highwaymen hide on top of the stone cubes and ambush the PCs as soon as they pass the first outcroppings.

During Combat The highwaymen take advantage of the height and cover provided by the outcroppings and fire down on the PCs, initially targeting obvious spellcasters and others wearing little armor. They move about on the ledge, avoiding melee and trying to lure the PCs into the traps. If forced into melee, a highwayman first attempts to disarm his foe before striking for lethal damage. The highwaymen do not attack characters fleeing away from the gorge.

Morale A highwayman flees if reduced to fewer than 5 hit points. If unable to flee, he surrenders.

STATISTICS

Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8

Base Atk +1; Grp +2

Feats Combat Expertise, Improved Disarm

Skills Bluff +4, Craft (trapmaking) +5,

Diplomacy +1, Disguise -1 (+1 acting),

Gather Information +3, Hide +5, Intimidate +6, Listen +2, Move Silently +5, Open Lock +6, Search +5, Spot +2

Languages Common, Dwarven

SQ trapfinding

Gear masterwork composite shortbow (+1 Str), 20 arrows, masterwork flail, mithral shirt, buckler

CALE THE CALISTRIAN

CR 3

Male elf sorcerer 3

CN Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +5, Spot +5

DEFENSE

AC 17, touch 14, flat-footed 14

(+4 armor, +3 Dex)

hp 9 (17 with *false life*) (3d4)

Fort +2, Ref +3, Will +4 (+6 vs. enchantment)

Immune sleep

OFFENSE

Spd 30 ft.

Melee mwk rapier +5 (1d6-1/18-20)

Melee whip +0 (1d3-1)

Ranged mwk light crossbow +5 (1d8/19-20)

Spells Known (CL 3rd; ranged touch +4):

1st (6/day)—*animate rope* (DC 13), *burning hands* (DC 13), *mage armor*

0 (6/day)—*acid splash*, *detect magic*, *flare* (DC 12), *ghost sound* (DC 12), *mage hand*

TACTICS

Before Combat Cale crouches on top of a stone cube. As soon as the PCs are spotted, he casts *mage armor* and uses his wand of *false life*.

During Combat Cale shouts orders to the highwaymen. He keeps his distance, starting with his crossbow, but switching to spells when the PCs come into close range. He does not attack characters fleeing from the gorge.

Morale If reduced to 5 or fewer hit points, Cale surrenders. If the PCs then break off combat, he attempts to sway them from their course.

Base Statistics Without *mage armor*, Cale has AC 12, touch 12, flat-footed 10.

STATISTICS

Str 8, Dex 16, Con 10, Int 10, Wis 13, Cha 15

Base Atk +1; Grp +0

Feats Alertness (when Sparkles is within arms' reach), Negotiator, Weapon Finesse

Skills Appraise +3, Bluff +8, Diplomacy +9, Disguise +2 (+4 acting), Intimidate +4, Listen +5, Search +2, Sense Motive +3, Spot +5

Languages Common, Elven

SQ familiar (raven named Sparkles)

Combat Gear wand of false life (12 charges);

Other Gear masterwork rapier, masterwork light crossbow, 20 bolts, whip, spell component pouch, braided silver chain (50 gp), 26 gp, 32 sp

Traps: The outlaws strewed caltrops (PHB 126, marked with an "X" on the encounter map) on the ground and covered them with snow. They also buried spikes beneath six of the snow ramps (marked with boxes on the encounter map) that impale anyone careless enough to step on them. The outlaws know where the traps are and use them to their advantage.

IMPALING STAKES (6)

CR 1

Type mechanical; **Search DC 20***; **Disable Device DC 20**

EFFECTS

Trigger location; **Reset** repair

Effect Atk +10 melee (1d6, wooden stake); a character (Large size or smaller) who takes damage is entangled until the stake is removed with a successful DC 15 Heal check as a full-round action; each attempt deals 1d4 points of damage.

NOTES

*Assuming a covering of snow; if the snow is removed the trap is exposed.

Allies: Having gone this far, Ost is unwilling to detour around the tors and risk losing the Red Raven. The tracker suggests the PCs keep their eyes open and their weapons ready. In combat, Ost provides covering fire for the PCs.

Development: If the PCs approach this encounter with diplomacy instead of combat, see the Meet the Outlaws sidebar.

PART THREE : THE FOG PEAK MOUNTAINS

The summits of these peaks are perpetually shrouded in clouds, and banks of fog often roll down from the heights and swallow the surrounding landscape. Sparse, stunted trees cling to the peaks. The Nordein Glacier imperceptibly grinds its way down the side

of the range, the vast mountain of moving ice concealing the Red Raven's goal.

Wilderness Features

The temperature in the mountains is always cold (below 40°). The combination of steep terrain and snow on the ground reduces overland movement to one-quarter normal. Fortunately, the snow also makes tracking the Red Raven easier (base DC 5; DC +10 in the likely event it's snowing). In addition to the inhospitable climate, characters traveling through the Fog Peak Mountains have a 5% chance per hour of a random encounter (see page 8).

M1. Deer Hunters (EL 6)

The mountainside ascends in a series of rocky plateaus. Although the slope is not steep, the rugged terrain makes it difficult to travel in a straight line. Fog blurs with snow, making it difficult to tell how far you have traveled.

Creatures: A pack of hoary muntjac stalks the PCs. The beasts have recently roused from estivation and are hungry for warm meat. From a distance, they might be easily mistaken for common reindeer.

The pack consists of a bull and three cows. The muntjac prefer to target a character ahead or behind the rest of his group, but they are not afraid to target a clump of characters. If the PCs do not notice the muntjac or (more likely) ignore them, the creatures slowly move to surround the PCs before attacking. If the PCs approach or fire upon the muntjac, they attack.

HOARY MUNTJAC (4)

hp 30; See Appendix 1

TACTICS

During Combat The muntjac charge into melee. One of them uses hibernal breath before joining the others in natural attacks. When faced with multiple targets, the muntjac attempt to "herd" their prey, preventing them from dispersing.

Morale A muntjac flees if reduced to 7 hit points or if it is the last one standing.

Allies: Unfamiliar with the mountain's fauna, Ost initially mistakes the muntjac for reindeer that recently molted. Once the muntjac reveal their predatory nature, Ost warns the PCs not to get surrounded, although this is easier said than done.



Designer Notes

HOARY MUNTJAC

It's one thing to come up with an concept for a monster and yet another to name it. The name of this creature in the original outline was a portmanteau word. The initial reaction of everyone who heard or read the name was "Huh!" and as a result the moniker stuck. When the editors at Paizo asked me to change the name, my only surprise was that it had taken them so long to ask.

Thus, back to the modern man's answer to the drawing board: the Internet. It turns out there is a kind of deer with vestigial antlers and large incisors called a muntjac. Now, real muntjac are herbivores that only live in tropical forests, but that hardly matters in a world that has horses with single horns and dogs that teleport. I also like "muntjac" because it is what artist Matt Cavotta calls an "okra word": it sounds made-up, but it's actually real.

A BIRD IN THE HAND

In general, a 4th-level party should not have the means to catch up with the Red Raven before he reaches the Jarl's Prison. If, however, your PCs devise a clever, unexpected way to track the fugitive at great speed, there's no reason you shouldn't let them do so. The Red Raven does not willingly surrender nor relinquish the Vernal Key until Geppa is rescued. He has no problem with returning it afterward, and suggests if the PCs wish to keep an eye on the artifact they could accompany him on his mission. The Red Raven is a smooth talker: he might play on the PCs' heroism by mentioning the other prisoners or their greed with a casual comment about the Jarl's hoard.

FOG PEAK MOUNTAINS LORE

- DC Knowledge (geography) Result**
- 10 As the name suggests, the Fog Peak Mountains are perpetually obscured by dense clouds. Although inhospitable to humanoids, a variety of animals and monsters find the rugged, snow-covered mountains a suitable home.
- 15 According to legend, an evil spirit called the Jarl of the North Wind dwells within the Nordein Glacier.
- 20 A secluded valley up in the mountains provides a welcome respite from the wind and snow. Unhappily, the valley shrinks slowly each year as the Nordein Glacier slowly engulfs it.

CALE THE CALISTRIAN**M2. Nordein Glacier (EL 6)**

The mountains rise on either side of a large canyon carved by glaciers. The mountain valley is a maze of pillars made of stone and ice. Scrubby plants and lichen grow on the frozen soil and there are intermittent signs of fauna—the screech of a raptor or a hoof print in the snow.

The glacial valley is a respite from wind and fog in the mountains and attracts a surprising variety of plants and animals. As the PCs ascend, the valley becomes less stone and more ice, until it is blocked completely by the mass of the Nordein Glacier.

It is into this transitional zone between badlands and glacier that the Red Raven heads. While many of these crevasses lead nowhere, some are unmarked paths into the Jarl's prison.

Creature: The exterior of the glacier is lonely and desolate, but it is not unguarded. A juvenile white dragon named Culdranti recently heard tales of the Jarl's fabulous treasure hoard and came to investigate. She has not yet entered the glacier in search of the prison, but when she spots the PCs, she attacks immediately, seeing them as competition for the treasure.

CULDRANTI**CR 6**

Female juvenile white dragon

N Medium dragon (cold)

Init +4; Senses blindsense 60 ft., darkvision

120 ft., keen senses, low-light vision; Listen +15, Spot +15

DEFENSE

AC 21, touch 10, flat-footed 18;
(+11 natural)

hp 102 (12d12+24)

Fort +10, **Ref** +8, **Will** +8

Immune paralysis, sleep, cold

Weakness fire vulnerability

OFFENSE

Spd 60 ft., burrow 30 ft., fly 200 ft. (poor),
swim 60 ft.

Melee bite +10 (1d8+8) and
2 claws +8 (1d6+6) and
2 wings +8 (1d4+6)

Special Attacks breath weapon (30-ft. cone,
4d6 cold, DC 18 Ref save half)

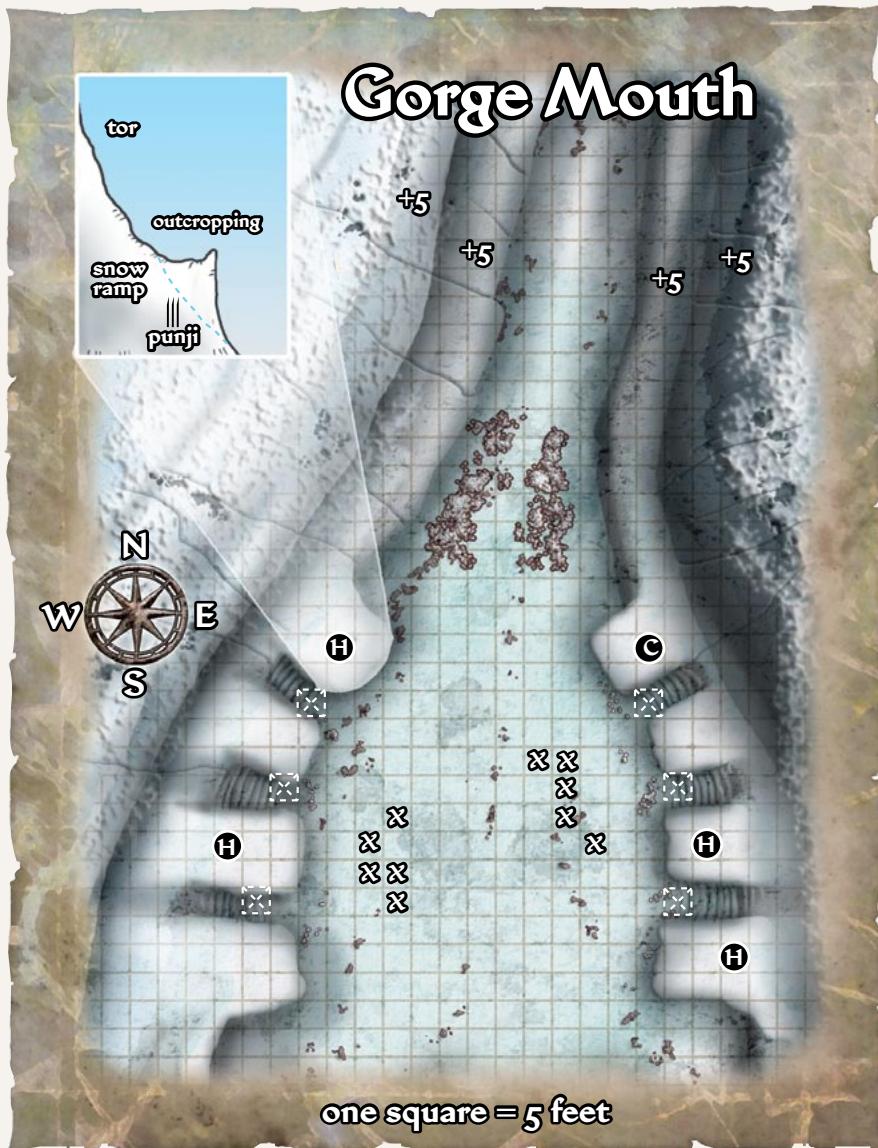
Spell-Like Abilities (CL 4th)

3/day—fog cloud

TACTICS

Before Combat Culdranti approaches by flying low over the snowy glacier, her white scales acting as a natural camouflage, giving her a +2 circumstance bonus on her Hide checks. She attempts to get in range of her breath weapon without being spotted.

During Combat Culdranti uses Flyby Attack to hit as many people with her breath weapon as possible and then disappear into the snowy glacier. She keeps up these hit-and-run attacks (approaching from a new direction each time) until the PCs force her to land or they move underground. At that point, she attempts to unleash full-round attacks (using 5 points of Power Attack) on the least armored PC.



THE JARL'S PRISON ENCOUNTERS

d%	Encounter	Source	Average EL
1-15	Snowdrifter	Appendix	4
16-30	1d4+1 accidental prisoners	pg #	5
31-55	1d3 air/ice mephits	MM 181, 182	5
56-70	1d2 brown bears	MM 269	5
71-85	2d6 human commoner zombies	MM 266	5
86-100	1d2 adult arrowhawks	MM 19	6

JARL OF THE NORTH WIND LORE

- DC Knowledge (local or the planes) Result
 10 The folk living in the shadow of the Fog Peak Mountains attribute bad weather to an evil air spirit they call the Jarl of the North Wind.
 16 The Jarl dwells in a labyrinth inside a glacier. At the heart of the maze is a fabulous treasure hoard.
 21 The Jarl's domain is also his prison. The other air spirits incarcerated him for his insatiable malice.

Morale Culdranti flees if reduced to fewer than 30 hit points, using *fog cloud* to cover her retreat.

STATISTICS

Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 8

Base Atk +12; Grp +15

Feats Improved Initiative, Flyby Attack, Multiattack, Power Attack, Stealthy

Skills Hide +17 (+19 over snow), Listen +15, Move Silently +17, Search +14, Spot +15

Language Draconic

SQ icewalking

Allies: Ost tells the PCs that the Red Raven could only be heading toward the Nordein Glacier. The tracker, however, refuses to approach the glacier, for fear of offending the storm spirit within.

PART FOUR: THE JARL'S PRISON

Hidden in the heart of the Nordein Glacier, the Jarl's prison is in fact a demiplane within the Material Plane. It was created by the djinn to incarcerate one of their worst criminals (see Adventure Background) but has since become the prison of many hapless explorers. Those lucky few who escape spread tales of the so-called Jarl of the North Wind to the mortal world. Sadly, this only attracts more explorers to the prison, intent on finding the Jarl's famous treasure hoard.

Demiplane Features

The Jarl's prison is self-contained: although finite in size, it has no edges. Instead, entry and egress occur at points where the demiplane is coterminous with Material Plane. Magic that calls, dismisses, summons, or teleports creatures or objects does not function within, into, or out of the prison, although other forms of abjuration and conjuration work normally. (Thus, the mephits cannot summon others of their kind.) No special procedure is needed to enter the prison from the Nordein Glacier. The only surefire way to exit the prison is to use the *Vernal Key* (see Area P8). There are also a few less-reliable means of escaping the prison (see the Down the Drain sidebar on page 20).

The Jarl's prison appears much like the terrain that precedes it: its walls are glacial ice interspersed with stone. Only the strange runes impressed into the walls evince their unnatural origin. *Detect magic* reveals a tracery of abjuration magic connecting the runes. The walls tower a hundred feet above the

permafrost floor (and can be climbed with a DC 25 Climb check). Although there is day and night, the only weather is a permanent cloud that hangs just above the tops of the walls. This fog is impenetrable: anyone who travels into it is disoriented and finds himself returning to the prison. A moderate wind blows through the passageways, which are always wintry cold. Light filters through the fog and ice but provides only shadowy illumination.

In addition to the prisoners (intended and otherwise), mountain-dwelling birds and mammals sometimes wander into the prison and provide a modicum of food for those prisoners who need to eat. Plant life consists of stunted scrub and cryophilic algae.

The prison's pathways connect back into themselves like the lattice of the *Vernal Key*, yet the demiplane displays no curvature, thus frustrating attempts to map the prison.

Characters in the Jarl's Prison have a 12% chance per hour of encountering another prisoner.

P1. Sally Port (EL 5)

This Red Raven's trail disappears into an icy canyon some twenty feet across. The rift overhead reveals only gray clouds. What light filters through the ice gives everything it touches a blue cast. A sudden gust of wind comes down the tunnel, causing open flames to sputter. Up ahead, a strange glyph appears carved into the ice.

Unless they can see magical auras, the PCs don't notice when they enter the prison, but a couple of prisoners do. Shortly after the PCs enter the prison, the Jarl's minions ambush them.

Creatures: The Jarl set a pair of mephits to watch over this entrance. Their predecessors let the Red Raven escape into the maze and were summarily killed by the Jarl. These two are anxious not to suffer the same fate. They aim to wound the PCs enough to set their hooks into one and drag him back to the Jarl.

AIR MEPHIT

CR 3

hp 13; MM 181

OFFENSE

Melee guisarme +4 (1d6/x3); reach

Melee claw +4 (1d3)

Melee 2 claws +4 (1d3) if weapon dropped

TACTICS

Before Combat The air mephit uses its *blur* ability before engaging the PCs.

During Combat The air mephit attacks from the air with its pole arm and breath weapon. The air mephit might try to trip a weak-looking character. It uses its *gust of wind* ability against flying opponents.

Morale If reduced to 3 hit points, the air mephit flees to heal itself. The air mephit fears the Jarl's wrath more than the PCs and soon returns.

ICE MEPHIT

CR 3

hp 13; MM 182

OFFENSE

Melee guisarme +4 (1d6/x3); reach

Melee claw +4 (1d3 plus 1d4 cold) or

Melee 2 claws +4 (1d3 plus 1d4 cold)

TACTICS

During Combat The ice mephit starts by targeting a heavily armored character with its spell-like abilities. It then attacks from the air with its pole arm and breath weapon. The ice mephit might try to trip a weak-looking character.

Morale If reduced to 3 hit points, the ice mephit flees to heal. The ice mephit fears the Jarl's wrath more than the PCs and soon returns.

Development: Once these mephits are defeated, the distracted Jarl does not bother to reinforce the coterminous point.

P2. Seeing Red (EL 4)

As the PCs approach an intersection in the maze of tunnels, a shadowy figure draped in a tattered red cloak dashes away from them. If the PCs pursue, proceed with this encounter.

The tunnel ends in a wide fork. A pillar of stone looms over the crossroads. Dark red spots mar the white snow.

Where the person was standing, the PCs find the body of a young man crisscrossed with bloody cuts. His blood is already frozen and caked on his stiff flesh. A DC 15 Heal check reveals that there is much less blood around than there should be. A DC 25 Heal check reveals that the victim was unconscious (possibly from hypothermia) before he was cut.

If not followed immediately, the killer leaves an obvious trail. Although the PCs might mistake the person they saw for the Red Raven, it is really something far worse.



Creatures: This rogue went to scout alone and was ambushed by a snowdrifter. The creature killed the rogue and stained itself with his blood. Disguised as the Red Raven, complete with a red cape, the snowdrifter leads the PCs into a cul-de-sac. When he appears trapped, the "Red Raven" vanishes in a shower of blood—the snowdrifter combines its snow flurry ability with a diversion to hide (Bluff +11, Hide +10). The snowdrifter then sneaks behind the PCs and reforms, hoping to cut off their escape.

SNOWDRIFTER

CR 4

hp 39; See Appendix 1

OFFENSE

Melee soulchill +10 touch (1d6+2 nonlethal)

Melee +1 kukri +11 (1d4+2/18–20)

Melee +1 kukri +7 (1d4+2)/18–20) and soulchill +2 touch (1d6+2 nonlethal)

TACTICS

During Combat The snowdrifter stays near the entrance of the cul-de-sac so it can make attacks of opportunity against characters attempting to escape. Otherwise, it focuses on characters wielding magic or magical weapons.

Morale If reduced to 9 hit points, the snowdrifter activates its snow flurry ability and flies away.

Treasure: The snowdrifter took the rogue's kukri (which it used to exsanguinate him), but left the rest of his gear, which includes a masterwork shortsword, masterwork thieves' tools, 2 potions of cure light wounds, and a pouch with coins totaling 15 gp. The rogue wore cold weather clothing and leather armor, but these are in disrepair owing to numerous knife cuts.

Development: If the PCs do not take the bait, the snowdrifter stalks them, holding off its attack until they are distracted. If the PCs don't loot the body, the accidental prisoners do within a few hours.

P3. Ice Crystal Forest (EL 5+)

Although the passage widens here, it gets no less cramped. The crevice is arrayed with a multitude of white trunks supporting a lattice of leafless limbs. Closer examination reveals that these are not wintering trees, but ice crystals of monumental proportions.

Possibly cultivated by the Jarl himself, a forest of ice crystals fills the canyon. The largest group of accidental prisoners camps here, where the “trees” provide cover from the constant wind (reduced to a light breeze at most within the forest). The ceiling of branches (about 12 feet above the ground) protects them from aerial attacks, although the prisoners must still be vigilant for sporadic incursions by creatures in the prison.

The prisoners’ current encampment is next to the wall. It consists of a dozen tents and lean-tos around a fire pit (filled with smoking embers at the best of times). The prisoners piled snow into blinds between the ice pillars for additional cover.

Ice Tree: Hardness 0, hp 180, Break DC 28. The “trunk” of each crystal is about 5 feet in diameter. Cracks propagate inside the crystal as it takes damage; if a “tree” is destroyed, characters in a 20-foot radius take 5d6 points of piercing damage (Reflex DC 15 half) from falling shards.

Snow Blind: Hardness 0, hp 36/5 ft.-section, Break DC 18.

Creatures: A total of 15 accidental prisoners makes up this band, although not all are present during the day. Soon after the PCs enter the forest, they encounter a patrol of 1d4+1 accidental prisoners.

Months or often years of isolation have made the prisoners paranoid and initially unfriendly toward the PCs. The lead prisoner tells the PCs to drop or sheath any weapons they are wielding. If the PCs comply, or at the very least make no threatening movements, the prisoners demand to know where they are from and what brings them to the Jarl’s prison. If the PCs attack, the prisoners respond in kind.

If the PCs can adjust the prisoners’ attitude to indifferent, the prisoners let them pass unmolested—they expect the PCs to either die or return when they too abandon hope of escape. If the PCs can adjust the prisoners’ attitude to friendly, the prisoners take them to their encampment. Should the prisoners become hostile toward the PCs, they attack but do not follow the PCs out of the forest.

The accidental prisoners’ weapons and armor are a combination of what they brought with them and what they could scavenge. Each wears a jumble of metal and leather taken from different suits of armor. Some wield large axes, but others are armed with smaller weapons lashed to poles. All the prisoners are fatigued from a combination of cold and starvation.

ACCIDENTAL PRISONER

CR 3

Male and female human elite warrior 3

N Medium humanoid

Init +0; **Senses** Listen +3, Spot +3

DEFENSE

AC 15, touch 10, flat-footed 15
(+3 armor, +2 shield)

hp 19 (3d8+6); 8 points of nonlethal damage

Fort +5, **Ref** +1, **Will** +2

OFFENSE

Spd 20 ft.; cannot run

Melee longsword +5 (1d8+1/19–20)

Ranged sling +3 (1d3+1)

TACTICS

During Combat The accidental prisoners are unsubtle combatants, mobbing their opponents and attempting to drive them off with a barrage of attacks.

Morale The prisoners are tired and scared; they flee if they are reduced to 10 hp. If no longer fatigued (and thus cured of their nonlethal damage), the prisoners are braver, only fleeing when reduced to 5 hp.

Base Statistics If the fatigued condition is removed, the accidental prisoners have **Init** +1; **AC** 16, touch 11, flat-footed 15; **Ref** +2; **Melee** longsword +6 (1d8+2/19–20); **Ranged** sling +4 (1d3+2); **Str** 15, **Dex** 13; **Grp** +5.

STATISTICS

Str 13, **Dex** 11, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **Grp** +4

Feats Alertness, Endurance, Weapon Focus (longsword)

Skills Intimidate +3, Listen +3, Spot +3, Survival +4

Languages Common

Gear longsword, sling, hide armor, heavy wooden shield, 2d10 gp

Development: The accidental prisoners can fill in the PCs on the mundane features of the prison. They have only the vaguest idea of the prison’s shape—enough to avoid getting lost—but they are unaware that it is a demiplane or that there are exit points. The prisoners know the location of the Jarl’s sanctum and a few have even seen the hoard inside.



Designer Notes

ACCIDENTAL PRISONERS

The accidental prisoners come from a variety of backgrounds, but for simplicity’s sake all but

a few of them use the same stat block. Vivid descriptions of the prisoners’ varying physical appearances, personalities, and equipment can create a sense of individuality, although they all use the same stats. Unless the PCs fight their way through every single prisoner, they probably won’t notice anyway.

That said, there’s no reason you can’t reinvent the stats for any or all of the prisoners. Perhaps you want to give them a variety of weapons, or include a race native to your campaign world. A prisoner might come from a PC’s hometown or be a hook for a future adventure.



THE STORIED CUP**Aura** faint divination; **CL** 1st**Slot** none; **Price** 1,000 gp**DESCRIPTION**

From this cup poured the poison that killed the Caliph of the Djinn. According to a djinn fable, the Caliph berated the cup for failing to warn him of the treachery, and so abashed was the vessel that it swore from that time on to warn if it was ever again filled with poison.

The *storied cup* is a golden chalice decorated with scenes of the djinn court. If a poisonous liquid is poured into the cup the images change from those of friendly discourse to impressions of angry fighting. A character unaware of this property must make a DC 20 Spot check to notice the sudden change.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect poison*; **Cost** 500 gp, 40 XP



The PCs might get a handful of prisoners to join them if they adjust the prisoners' collective attitude to helpful. The prisoners do not leave the encampment en masse unless the PCs also convince the prisoners that they possess the means to escape.

P4. The Jarl's Sanctum (EL 6)

This cavern is divided from the main passage by a whirlwind of steam caused by the cold



wind of tunnels meeting the humid air above the hot pool. This permanent fog obscures vision, but it occasionally offers golden glimpses of what lies beyond.

This irregularly shaped cavern stretches two hundred feet long and is nearly as wide. A roof of blue luminescent ice arches fifty feet overhead and is held aloft by three stone pillars. Entrance on foot is halted by a hot spring that stretches across the cave's mouth. Two more pools are nestled on either side of the cavern.

At the center of the room lies the Jarl's treasure hoard.

In contrast to the rest of the prison, the air in this room is temperate, except above the hot pools where it is uncomfortably hot

and humid (severe heat). The water in the hot springs, while not boiling, is scalding to the touch, dealing 1 point of fire damage or 1d6 points of fire damage per round if the character is immersed. The cold pool's water is near freezing. A character can attempt to skirt between a pool and the wall with a DC 17 Balance check.

The Jarl himself has been restless since he first sensed the *Vernal Key*'s proximity, and he stalks the halls of his prison. In the Jarl's absence, his servants and his pet guard his possessions.

Creatures: The Jarl's sanctum is attended by a steam mephit, a water mephit, and Caliph, his pet dire weasel. The steam mephit considers itself the Jarl's second-in-command (despite the mistreatment it receives from the djinni)

and orders its companions about mercilessly. The other mephits grudgingly obey.

Caliph is sleeping next to the steam bath and the mephits are busy rearranging the treasure piles. They are not expecting “visitors” and might not immediately notice the PCs’ intrusion.

STEAM MEPHIT

hp 13; MM 184

CR 3

TACTICS
Before Combat The steam mephit uses its *blur* ability before engaging the PCs.

During Combat The steam mephit engages a single character at a time with its breath weapon and claws, favoring the PC who seems to be in charge. If the PCs are clumped together, the steam mephit targets them with its rainstorm ability.

Morale If reduced to 3 hit points, the steam mephit flees to a hot spring to heal. It doesn’t leave the sanctum, but it does attack again if the PCs are still present.

WATER MEPHIT

hp 19; MM 185

CR 3

TACTICS
During Combat The water mephit uses its *acid arrow* against obvious spellcasters or archers, then moves into melee with the nearest opponent. The water mephit uses its *stinking cloud* ability to hem the PCs between noxious fumes and searing water (setting them up for the steam mephit’s rainstorm).

Morale If reduced to 3 hit points, the water mephit flees to the cold pool to heal. It doesn’t leave the sanctum, but it does attack again if the PCs are still present when it regains its hit points.

CALIPH

Advanced dire weasel

N Medium animal

MM 65

CR 3

Init +9; Senses low-light vision, scent; Listen +5, Spot +6

DEFENSE

AC 16, touch 14, flat-footed 12
(+4 Dex, +2 natural)

hp 27 (6d8)

Fort +5, Ref +10, Will +6

OFFENSE

Spd 40 ft.

Melee bite +9 (1d6+3)

Special Attacks attach, blood drain

TACTICS

During Combat Caliph has been well trained and is very protective of his master’s property. As soon as he detects intruders he rushes to them, beginning with the one wearing the least amount of armor. As soon as he hits, he latches on and begins draining blood.

Morale Caliph has no fear and fights to the death, totally disregarding any injuries.

STATISTICS

Str 14, Dex 20, Con 10, Int 2, Wis 12, Cha 11

Base Atk +4; Grp +6

Feats Alertness, Improved Initiative, Stealthy, Weapon Finesse

Skills Hide +8, Listen +5, Move Silently +8, Spot +6

Languages none

- A gold and pearl holy symbol of Sarenrae (100 gp).

- Two decorated rugs (500 gp each) and a chest containing five Large noble outfits in the style of the djinn (although many centuries out of date). Examination with Spellcraft reveals these items were magically created.

- Two clay amphora, each as tall as a man and able to hold up to 30 gallons of liquid. The first is half-filled with wine; the other contains only a quart of lamp oil. Like the textiles, these liquids were magically created by the Jarl.

P5. Cherche le Femme (EL 5+)

The floor of this passage is littered with stones. Boulders, some as tall as a man, protrude from the frozen ground and even from the glacial walls.

Creatures: When the PCs first enter this passageway, they see a woman in cold weather gear kneeling over a bloody man in heavy armor. Behind them, a little way down the passageway, is a hulking, hairy beast, roughly humanoid in form, with long white fur, large jaws, and razor-sharp claws.

The woman is Geppa, the Red Raven’s paramour and sometime adventuring companion, and the man is Teko, the fighter in Geppa’s party. The monster, a rampaging yeti that lives within the prison, caught them by surprise and knocked out Teko before Geppa could react. She drove it back with a flurry of scorching rays, but she is nearly out of spells when the PCs arrive.

Geppa is affable, acquisitive, and adept: all admirable qualities in an adventurer. She explores to acquire, although she is not greedy. Rather, Geppa is by nature a collector. She has a taste for colorful ornaments and clothing, ancient artifacts, and interesting (but not necessarily practical) knowledge. She is an engaging conversationalist; as a youth she was always asking questions of travelers who passed through town, and now as an explorer herself, she enjoys recounting her adventures to others.

Geppa’s sorcery manifests as the ability to channel and direct energy. In contrast to her friendly demeanor, Geppa’s magic is decidedly offensive, and she is as unabashed in combat as she is in conversation. Her companions are often surprised the first time they see her fervor in fighting evil monsters.

DOWN THE DRAIN

There exists the possibility that the PCs become trapped in the Jarl's Prison without the *Vernal Key* (such as if the Jarl himself snatches the artifact from them). Over the millennia, a number of individuals have escaped as the result of powerful magic or extraordinary circumstances. Yet the PCs are unlikely to have access to a *wish* spell at this level. Fortunately for them, there exists a third point where the prison is coterminous with the Material Plane, and it even allows egress without the key. Unfortunately, it is hidden in the most unlikely and dangerous of places: beneath the Jarl's Sanctum. Near the bottom of the cold pool is an icy tunnel just large enough for a Medium humanoid to squeeze through. It extends for 100 yards in the dark before it reaches a permanent whirlpool. Although water does not flow between the planes here, a creature who enters the whirlpool is transported into an underground stream (and vice versa), which eventually emerges in a cascade down the side of the Fog Peak Mountains.

The Jarl can sense the nexus but cannot escape out of it. He is simply too large to fit through the tunnel. Attempts to widen the crevice prove fruitless: the ice reforms as quickly as it can be excavated. As the tunnel is underwater, he cannot even pass through in gaseous form.

Few prisoners have escaped via the whirlpool. A potential escapee must first know that the portal exists, then pass the Jarl and his stewards, and finally hold his breath for the agonizing minutes it takes to swim and climb through cold, black waters. Even if he succeeds, he is cold and wet and miles from civilization.

The PCs can learn about the third exit point in a number of ways. One of the elder prisoners is aware of its existence from a former companion. As that companion disappeared down the hole never to be seen again (as far as he knows), the prisoner is dubious about the exit and is therefore not immediately forthcoming with his knowledge. Geppa (or a PC familiar with her technique of tracing the prison's magic) can detect the third exit point, if she examines the lines of magic from inside the sanctum.

Geppa has traveled with her latest adventuring party for several years now and they are beginning to make a name for themselves. Between adventures, Geppa lives in Yanmass, a hub of both society and academia far to the south in Taldor. A mutual friend introduced her to the Red Raven. Although she loves him, neither of them is likely to settle down any time soon.

Geppa assumes anyone else in the prison is hostile. When she notices the PCs (whether they are aware of her), she yells threats at them hoping to scare them off. She knows her position is untenable, however, and does not object if the PCs rush forward to confront the yeti. If the PCs instead back off, she attempts to grab Teko and flee down the passage away from the yeti, also avoiding the PCs if possible.

GEPPA

CR 4

Female human sorcerer 4

NG Medium humanoid

Init +1; Senses Listen +0, Spot +0

DEFENSE

AC 13 touch 11, flat-footed 12
(+1 armor, +1 Dex)

hp 11 (4d4)

Fort +2, Ref +3, Will +6

OFFENSE

Spd 30 ft.

Melee morningstar +2 (1d8)

Ranged light crossbow +3 (1d8/19–20)

Spells Known (CL 4th; ranged touch +4):

2nd (4/day)—*scorching ray*

1st (7/day)—*grease* (DC 14), *ray of enfeeblement*, *shield*

0 (6/day)—*acid splash*, *detect magic*, *disrupt undead*, *prestidigitation*, *ray of frost*, *read magic*

TACTICS

During Combat Geppa prefers to attack from range, but if quarters are close she takes advantage of Point Blank Shot. She targets fighter-types with *ray of enfeeblement*.

Against spellcasters, she readies her attack to disrupt their spells. When she is first encountered, she has one 2nd-level spell and two 1st-level spells left for the day.

Morale Geppa generally flees if she can't avoid melee, but usually not without a parting shot to cover her exit.

Base Statistics Without shield, she has AC 12, touch 11, flat-footed 11.

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 14, **Wis** 11, **Cha** 16

Base Atk +2; **Grp** +2

Feats Point Blank Shot, Precise Shot, Weapon Focus (ranged touch)

Skills Bluff +8, Concentration +5, Diplomacy +8, Disguise +3 (+5 acting), Gather Information +6, Intimidate +5, Knowledge (arcana) +7, Spellcraft +5

Languages Common, Draconic, Gnome

SQ summon familiar (none)

Gear bracers of armor +1, cloak of resistance +1, morningstar, light crossbow, 10 bolts, backpack with miscellaneous camping gear

TEKO

CR 3

Male human fighter 3

LN Medium humanoid

Init +1; Senses Listen +0, Spot +0

DEFENSE

AC 16, touch 11, flat-footed 15
(+5 armor, +1 Dex)

hp 27 (3d10+6, currently –8)

Fort +5, Ref +2, Will +3

OFFENSE

Spd 20 ft.

Melee unarmed strike +5 (1d3+2 nonlethal)

TACTICS

During Combat If cured, Teko teams up with the party's frontline fighter.

Morale If cured, Teko withdraws only when reduced to 6 hit points.

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +3; **Grp** +5

Feats Cleave, Dodge, Iron Will, Power Attack, Weapon Focus (longsword)

Skills Climb +5, Jump –1, Ride +7

Languages Common, Elven

Gear masterwork breastplate, cold weather clothing, backpack with bedroll, flint and steel, torch, 50 ft. hempen rope w/ grappling hook

ADVANCED YETI

CR 5

N Large monstrous humanoid (cold)

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Init +5; Senses darkvision 60 ft., scent; Listen +8, Spot +7

Aura frightful gaze (30 ft. DC 14)

DEFENSE

AC 14, touch 10, flat-footed 14
(+1 Dex, +4 natural, –1 size)

hp 39 (6d8+12, currently 25)

Fort +5, Ref +2, Will +3

Immune cold

Weakness fire vulnerability

OFFENSE

Spd 40 ft.

Melee 2 claws +9 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks cold, improved grab, squeeze

TACTICS

During Combat The yeti was driven back temporarily by Geppa's fire attack, but as soon as it can it charges back into melee.

Morale The yeti is half-mad with hunger and fights to the death.

STATISTICS

Str 19, **Dex** 12, **Con** 14, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **Grp** +14

Feats Great Fortitude, Improved Initiative, Power Attack

Skills Hide -1 (+11 in snowy surroundings), Listen +8, Move Silently +3, Spot +7

Language Common

SPECIAL ABILITIES

Cold (Ex) A yeti's body generates intense cold, dealing 1d6 points of damage to those that contact it for at least 1 round.

Frightful Gaze (Su) Creatures within 30 feet that meet the eyes of a yeti must succeed on a DC 12 Will save or stand paralyzed in fear (treat as a *hold person* spell) for 3 rounds. The save DC is Charisma-based. An affected creature does not receive a saving throw each round to break the effects. This is a mind-affecting compulsion effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day.

Improved Grab (Ex) To use this ability, a yeti must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the yeti establishes a hold and can squeeze.

Squeeze (Ex) A yeti that makes a successful grapple check against a Medium or smaller opponent pulls the opponent against its body and squeezes it with both arms, dealing 2d6+6 points of damage and 1d6 points of cold damage each round.

Skills Yetis have a +4 racial bonus on Listen and Spot checks. Due to their coloration, they have a +12 racial bonus on Hide checks made in snow-covered terrain.

Development: After the battle, Geppa remains unfriendly, unless the PCs aided her against the yeti or healed Teko, in which case she is indifferent. If the PCs mention they are looking for the Red Raven they gain a +10 bonus on Diplomacy and Intimidation checks to influence Geppa. Although she doesn't

want to see him captured, she agrees to work with the PCs because she is worried for the Red Raven's safety. If the PCs can improve Geppa's attitude to friendly or better, she agrees to accompany the PCs in their search for the Red Raven.

Geppa has been trapped in the prison for several weeks. If asked about her companions, she explains they survived on food created by their cleric, Lisbet, who was killed several days ago by a crazed human prisoner (whom they mistook at first for a zombie). Their rogue, Rehim, disappeared only recently when he went to scout alone (see Encounter P2).

Curative magic can bring Teko back to consciousness. He is currently unarmed (his weapon was stolen by mephits during his first night within the prison). If the PCs revive him, he looks to Geppa for guidance, but is grateful for the PCs' assistance.

Geppa recognizes that the prison is a finite demiplane that turns back in on itself. By

examining the embedded runes with *detect magic* and making a DC 20 Spellcraft check, she can trace the nearest coterminous point. Although it appears she is reading the symbols in the walls, it is the magic around them that leads the way. She can explain this esoteric technique to another spellcaster. Unfortunately, she realized too late she can't cross the planar barrier without some sort of portal key.

P6. Standoff (EL 7)

The glacial walls widen out here, making room for several megaliths that project from the floor and walls. The wind whistles as it passes over, while stones and pebbles crunch underfoot.

A towering curtain of rock sits not far from the wall, creating a short tunnel. From one end, the passage slopes gently upward, culminating in an eight-foot-high ledge, where it emerges on the other side.





Here the PCs finally catch up with the Red Raven, but they are not the first to find him.

Creatures: The Red Raven is a notorious swashbuckling thief. This mysterious character's *nom de guerre* was given to him on account of the tattered red cape he always wears during his crimes. To many, the Red Raven is a folk hero; to others, a flagrant rebel. As usual, the truth lies somewhere in between.

Aric was a thief long before he was famous. Although he now projects a facade of nobility, Aric was a common burglar in the town of Woodsedge, on the Sellen River, when he discovered the tattered cape in a wizard's rubbish. The cape's depleted magic saved Aric's hide on more than one occasion, and soon his reputation outstripped his actual skill. Although Aric has become a skilled thief, it is the mythic Red Raven who inspires hope and fear.

The Red Raven is a flamboyant character. His crimes are always daring and high-profile, his spending afterward always prodigious (and always done among the lower classes),

and his disappearance until the next caper always complete. Yet the Red Raven is not as high-minded as many believe. In folk tales, the Red Raven targets only corrupt nobles and miserly merchants, but in truth it is only their wealth that concerns him. The Red Raven is an egalitarian, but he is impetuous—although his thefts supposedly target an imbalance in wealth, they often create greater tension between rich and poor than they ease.

When the Red Raven lays low, Aric lives more frugally. He often spends this time with his girlfriend Geppa. Although both enjoy separate and perilous occupations, they are thoroughly devoted to each other.

When the PCs find him, Aric the Red Raven (marked with an "R" on the encounter map) is held by band of hostile prisoners, whose so-called leader Kidu (marked with an "O" on the encounter map) claimed the *Vernal Key* as his prize (unaware of the artifact's true purpose). The ogre Kidu knows neither fear nor desperation—unfortunately, he isn't particularly smart or charismatic. He leads by

intimidation, a tactic that scared off most of the prisoners who joined him to search for an exit, leaving him with only four hardened followers (marked with a "P" on the encounter map). A rope trails from the ogre's belt and binds together the Red Raven's hands.

Meanwhile, two ice mephits (marked with an "M" on the encounter map) spotted the Red Raven and herded a pack of zombies (marked with a "Z" on the encounter map) into this passage to kill him. The slow-moving zombies converge on the prisoner's rest shortly before the PCs arrive on the scene.

THE RED RAVEN

CR 5

Male human rogue 5

CN Medium humanoid

Init +3; Senses Listen +4, Spot +4

DEFENSE

AC 16, touch 13, flat-footed 13

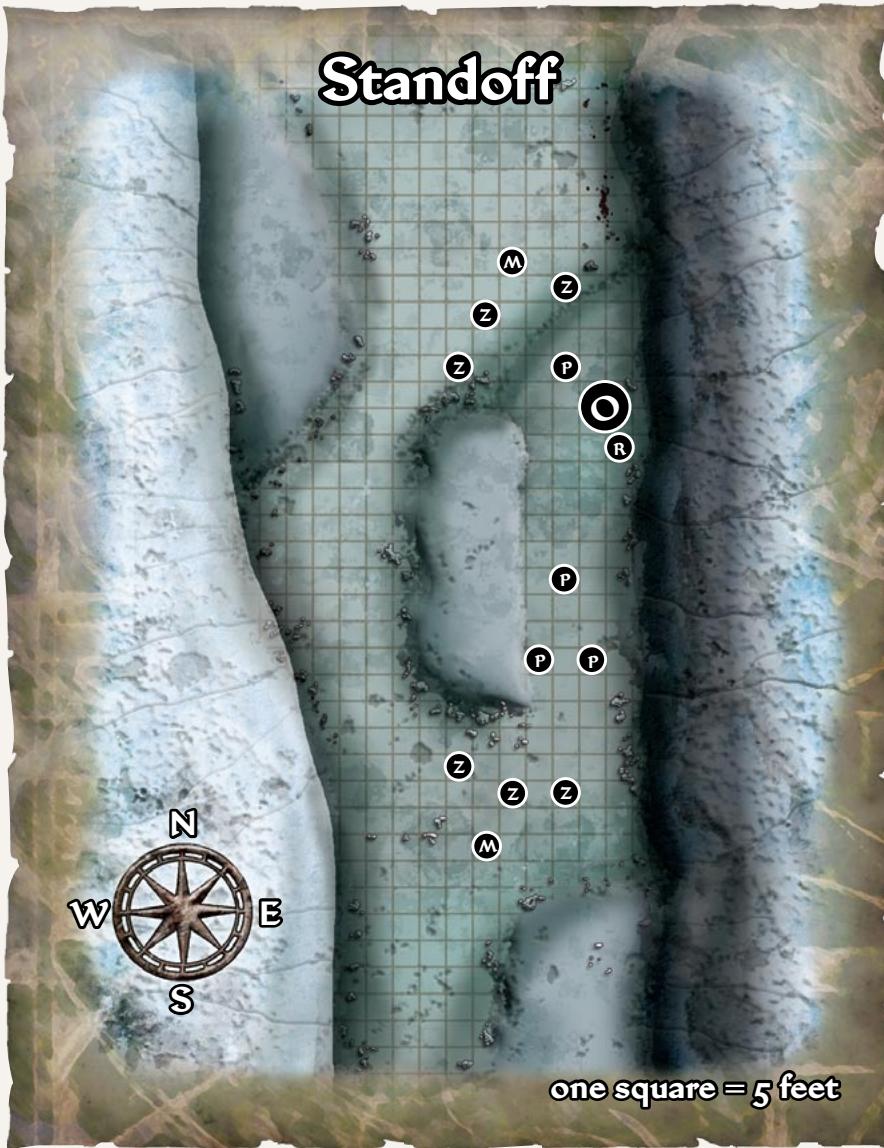
(+3 armor, +3 Dex)

hp 25 (5d6+5)

Fort +2, Ref +7, Will +0

Defensive Abilities evasion, uncanny dodge

Standoff



OFFENSE

Spd 30 ft.

Melee mwk rapier +7 (1d6/18–20) or

Melee sap +6 (1d6 nonlethal)

Ranged hand crossbow +6 (1d4)

Special Attacks sneak attack +3d6

TACTICS

Before Combat The Red Raven prefers to avoid combat through stealth and acrobatics.

During Combat As soon as Kidu is distracted by combat, the Red Raven attempts to escape from his bonds (DC 20 Escape Artist check). As this takes at least a minute, he keeps an eye out for incoming attacks, dodging as best he can. If freed, and the PCs don't appear to also want to capture him, the Red Raven aids them as best he can.

Morale The Red Raven withdraws to hide if reduced to 5 hit points. (From his

encounter with Kidu, he learned the hard way that the cape doesn't work inside the prison.) If he doesn't have the *Vernal Key*, though, the Red Raven stays near whomever does, waiting for his opportunity to reclaim it.

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 14, **Wis** 8, **Cha** 13

Base Atk +3; **Grp** +3

Feats Run, Stealthy, Weapon Finesse

Skills Balance +10, Bluff +6, Climb +10, Diplomacy +5, Disable Device +7, Disguise +2 (+4 acting), Escape Artist +10, Gather Information +5, Hide +10, Intimidate +3, Jump +7 (+11 running), Knowledge (local) +7, Listen +4, Move Silently +10, Open Lock +10, Spot +4, Tumble +10, Use Magic Device +9, Use Rope +3 (+5 binding)

Languages Common, Elven, Goblin

THE RED RAVEN'S CAPE

Aura strength conjuration; CL 5th

Slot shoulders; **Price** 5,000 gp

DESCRIPTION

What once was a fine red cape is now tattered and torn nearly in two. Once per day, as a standard action, you can *dimension door* to a range of 40 feet, but you cannot bring additional targets. When you disappear, you leave behind a cloud of smoke, appearing in a similar fashion at your destination.

CONSTRUCTION

Requirements Craft Wondrous Item, *dimension door*; **Cost** 6,500 gp, 200 XP

SQ trap sense +1,

Gear backpack with miscellaneous camping gear, cold weather outfit, *chime of opening* (3 charges), hand crossbow, masterwork rapier, masterwork studded leather armor, masterwork thieves' tools, *Red Raven's cape*, *ring of climbing*, sap, scrap of parchment (see encounter P8)

KIDU

CR 4

Male ogre rogue 2

NE Large giant

Init +5; **Senses** darkvision 60 ft., low-light vision; **Listen** +2, **Spot** +2

DEFENSE

AC 17, touch 10, flat-footed 16

(+1 Dex, +2 armor, +5 natural, -1 size)

hp 46 (6 HD; 4d8+2d6+18)

Fort +7, **Ref** +5, **Will** +2

Defensive Abilities evasion

OFFENSE

Spd 40 ft.

Melee greatclub +9 (2d6+7)

Ranged javelin +4 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

Special Attacks sneak attack +1d6

TACTICS

During Combat Kidu stands behind and attacks over his followers. If there is no immediate threat, he readies an action to swat at a mephit when it closes to breathe ice (taking a 5-foot step if necessary). He uses similar tactics against the PCs, if it comes to that.

Morale Kidu is fearless and fights to the death.

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 8, **Wis** 8, **Cha** 11

Base Atk +4; Grp +12**Feats** Improved Initiative, Iron Will, Weapon Focus (greatclub)**Skills** Bluff +5, Climb +5, Diplomacy +2, Intimidate +11, Listen +2, Spot +2**Languages** Common, Giant**SQ** trapfinding**Gear** greatclub, javelin, *hand of the mage*, leather armor, sack with the *Vernal Key*, 4 citrines (20 gp each)**BUGBEAR ZOMBIES (6)****CR 2****hp** 42; MM 267**TACTICS**

During Combat The zombies attack whatever is in front of them. As the PCs approach, the zombies on one side are clawing at a prisoners' shield wall, while on the other side the zombies take swipes at the feet of those on the ledge. The zombies don't change direction unless "directed" by a mephit.

Morale The zombies fight until destroyed.

ICE MEPHITS (2)**CR 3****hp** 13; MM 182**TACTICS**

During Combat The mephits prefer to let the zombies engage in melee while they harass opponents with blast of icy breath and spell-like abilities. A mephit can "direct" a zombie as a standard action. If the Red Raven is downed, the mephits search his gear. They take the *chime of opening* (mistaking it for the *Vernal Key*) and fly off, leaving the zombies to "clean up."

Morale If reduced to 3 hit points, a mephit will flee to heal. It returns to combat only if one or more zombies are still active.

ACCIDENTAL PRISONER (4)**CR 2****hp** 23; nonlethal 8; pg 17**TACTICS**

During Combat The prisoners begin combat on the defensive. The three on the ramp form a shield wall, while the one on the ledge uses his shield to push back any zombie that tries to climb up. If the PCs intervene, the prisoners take advantage of the distraction to lash out at the zombies. If they end up fighting the PCs, the prisoners go on the offensive.

Morale These prisoners lose confidence if Kidu is downed or they take 10 or more points of damage. If they have a corridor of escape, they withdraw; otherwise they attempt to fight their way out.

Development: The ogre and his followers are initially indifferent toward the PCs. If the PCs help the prisoners defeat the Jarl's minions, Kidu asks them to join his band to search for an exit. If the PCs refuse the ogre's offer he becomes hostile. If the prisoners appear to have the advantage, they attempt to capture the PCs, otherwise they attempt to scare off the PCs. If the PCs join with Kidu, the ogre is unable to find an exit, although he never admits it.

If the Red Raven remains bound, Kidu is unwilling to release him. He believes the rogue could prove useful, and does not want him to "desert" the ogre's band as others did. Kidu becomes hostile if a PC frees the Red Raven or

otherwise helps him escape. If Geppa is with the PCs, she wants to rescue her lover.

Kidu also took a fancy to the strange object the Red Raven carried, oblivious to its true purpose. He takes the key out frequently to admire it. If he is at least friendly with the PCs, he is open to trade the artifact, but only for "useful" items, by which he means great quantities of food or magical items of an obvious destructive nature. If Kidu learns that the *Vernal Key* is the means to his escape, nothing short of violence gets him to relinquish it.

For his own part, the Red Raven is initially indifferent to the PCs. If the PCs make obvious their intent to arrest the Red Raven or they mention the *Vernal Key* before he speaks of

RED RAVEN

it, they suffer a -10 penalty on Diplomacy. Mentioning Geppa gives the PCs a +10 bonus on Diplomacy or Intimidation. The Red Raven doesn't want to abscond without the key and has no qualms about using the PCs to get it back.

The diviner he consulted told the Red Raven how to open or annul the prison (see area P8). Although he admits this to the PCs if he is at least indifferent, he does not divulge any specifics until he is reunited with Geppa.

P7. Wrath of the North Wind (EL 7+)

This encounter does not occur until the PCs possess the *Vernal Key* and are heading toward the exit (at area P1 or P8).

The passage culminates at a round canyon roughly a hundred feet in diameter broken up by several freestanding pillars of glacial ice. Crevices leading out of the area are obscured by others that simply wind around the ice.

Just as the PCs make their way to the exit point with the *Vernal Key*, they are found by the Jarl of the North Wind.

Creatures: The Jarl of the North Wind rules his domain like a mad emperor, demanding his every whim be satisfied. From his commanding demeanor, a visitor might not guess that his domain is also his prison. Imperious and cold-hearted from the beginning, millennia of imprisonment have not improved his demeanor. He views all the other inhabitants of his prison as his thralls to be used and abused as he sees fit. The recent appearance of the *Vernal Key* sparked mad hope in the Jarl. Sensing the means of his escape so close, the Jarl has become restless. Unable to pinpoint the artifact's location, he wanders madly about his prison, lashing out at the slightest provocation.

When he finally finds the PCs, the Jarl (actually a *persistent image*) appears before them and demands the *Vernal Key*. The Jarl listens to offers from the PCs, but even if his attitude is improved from hostile he inevitably betrays them. In the likely event that the PCs refuse to hand over the key, the illusory djinni commands his minions to attack and then goes into his evil villain spiel, attempting to intimidate the PCs and the other prisoners with the horrific fate he has in store for them. Meanwhile, the real Jarl moves in behind the PCs invisibly.

The Jarl is accompanied by two mephits, plus an additional mephit for each named NPC or for every three accidental prisoners with the PCs.

THE JARL OF THE NORTH WIND CR 6

Male elite djinni

CE Large outsider (air, extraplanar)

MM 114

Init +10; **Senses** darkvision 60 ft.; **Listen** +11, **Spot** +11

DEFENSE

AC 18, touch 15, flat-footed 12; Dodge, Mobility (+6 Dex, +3 natural, -1 size)

hp 59 (7d8+28)

Fort +9, **Ref** +11, **Will** +6

Defensive Abilities air mastery; **Immune** acid

OFFENSE

Spd 20 ft., fly 60 ft. (perfect)

Melee mwk warhammer +12 (2d6+5/x3) and slam +6 (1d8+2)

Space 10 ft.; **Reach** 10 ft.

Special Attacks whirlwind

Spell-Like Abilities (CL 20th):

At will—*invisibility* (self only), *plane shift* (not useable in the prison)

1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (1 hour duration), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*

TACTICS

Before Combat The Jarl begins the combat invisible. He creates a *persistent image* of himself to distract and intimidate the PCs.

During Combat The Jarl makes flyby attacks, although he uses full attacks against single cornered characters. If he is surrounded, he activates his invisibility to maneuver unseen or his whirlwind ability to break up formations. The Jarl picks targets almost at random, killing one-by-one until he senses the *Vernal Key* (he must be adjacent to the character who holds it), at which point he focuses on that character.

Morale If reduced to 10 hit points, the Jarl goes invisible and withdraws to swig a *cure potion*. Once he sees the key or is adjacent to the character who holds it, the Jarl fights to the death to obtain the artifact. Otherwise, when he runs out of potions, he escapes invisibly but follows the PCs until they open the portal.

STATISTICS

Str 20, **Dex** 23, **Con** 18, **Int** 18, **Wis** 12, **Cha** 15

Base Atk +7; **Grp** +17



Designer Notes

WRATH OF THE NORTH WIND

The PCs' first (and possibly last) encounter with the Jarl represents the climax of this adventure. The

PCs do not know that they face an illusion, allowing the Jarl, through his reflection, to display the bravado of one who knows he is invulnerable. Combined with the fearful response of the accidental prisoners, the PCs should see that they face a foe of considerable power.

The PCs might have built up a sizable band of followers by the time they face the Jarl. You don't need to slow things down by running each individual fighter. Focus on action involving the PCs and the Jarl. Events on the periphery (involving the prisoners and the mephits) can be decided by fiat or a few dice rolls. If a prisoner is following the orders of a PC, letting the player run that character allows you to focus on the villains.

The Jarl is a mobile combatant and he should draw the PCs into motion. An NPC might suggest ducking behind a column of ice to evade the Jarl, or a PC might catch sight of a prisoner about to be killed by a mephit, unless she intervenes. Don't allow the battle to become stationary.

VEST OF ENDURE ELEMENTS

Aura faint abjuration; **CL** 1st

Slot torso; **Price** 1,000 gp

DESCRIPTION

This long sheepskin vest grants the benefits of an *endure elements* spell when worn. You must wear a vest of *endure elements* for 24 hours before it begins to take effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *endure elements*; **Cost** 500 gp, 40 XP

Feats Dodge, Flyby Attack, Improved Initiative,

Mobility

Skills Appraise +14 (+16 textiles), Bluff +7, Concentration +14, Craft (textiles) +9, Diplomacy +11, Disguise +2 (+4 acting), Escape Artist +16, Knowledge (arcana) +9, Knowledge (the planes) +9, Intimidation +9, Listen +11, Move Silently +16, Sense Motive +11, Spellcraft +11, Spot +11, Survival +1 (+3 planes), Use Rope +6 (+8 binding)

Languages Abyssal, Aquan, Auran, Celestial, Common, Ignan; telepathy 100 ft.

Combat Gear potion of cure serious wounds (2); **Other Gear** masterwork warhammer, torque of health +2 (as amulet), vest of endure elements, 3 gold rings (Large; 35 gp each)

AIR MEPHIT (1+)

hp 13; MM 181

CR 3

TACTICS

ICE MEPHIT (1+)

hp 13; MM 182

CR 3

TACTICS

During Combat The air mephits harass the prisoners. When they can, they draw fire away from the Jarl and set up flanks. They target flying opponents with *gust of wind*.

Morale If reduced to 3 hit points, the air mephits flee to heal. Desirous to escape, the mephits continue to return to combat as long as the Jarl stands.

Morale If reduced to 3 hit points, the ice mephits flee to heal. Desirous to escape, the mephits continue to return to combat as long as the Jarl stands.

Allies: The PCs are likely to be accompanied by other prisoners who might help or hinder them in this combat.

Accidental Prisoners: The sight of the Jarl causes the prisoners to scatter and take cover behind the ice pillars. They fight to defend themselves. In order to get the prisoners into formation or go on the offensive, a PC must make a successful DC 15 Diplomacy or Intimidation check.

Geppe: The sorcerer's first instinct is to protect the fatigued and wounded. She fires at the mephits attacking the prisoners (or a seriously injured PC), but can be convinced to aid the PCs against the Jarl if they appear outmatched.

Kidu: If Kidu has the key, he fights to the death to retain it. If Kidu is with the PCs, yet someone else has the key, he sides with the Jarl, hoping to win the spirit's favor (and thus escape). The Jarl cares not for the ogre and attempts to kill Kidu if the ogre retrieves the key first.

Red Raven: If the Red Raven has the key, he runs in and out of the pillars, avoiding the Jarl. If he does not possess the key (either because the PCs took it earlier or he passed it to a mobile character during this combat), the Red Raven instead tries to lure the Jarl into a situation where multiple characters can attack the djinni.

Development: As soon as the Jarl of the North Wind has the *Vernal Key* (by whatever means), he orders his minions to kill the remaining prisoners and makes his way to the exit point. If the PCs interrupt his ritual, he makes his last stand there.

P8. Turning the Key

This event can occur at either location **P1** or **P8**. It does not occur until the PCs have the *Vernal Key*. If the PCs pass location **P8** before then, treat it as area **P1**.

This passage looks no different from any of the others in the prison. The walls on either side—icy smooth save for a few strange glyphs—give no hint of egress from the glacial chasm.

Viewed with *detect magic*, the magical tracery thickens here, laced with strands of transmutation and conjuration magic. When the

Vernal Key is brought near the coterminous point, the two inner orbs float within the larger orb, rotating on a common center.

To open the way back to the Material Plane, the key's lattice orbs must be aligned with the dweomer that pervades the prison. To do this, a character must make a successful DC 25 Spellcraft or Use Magic Device check. If the character cannot see the strands of magic (with *detect magic* or a similar effect), she suffers a -5 penalty on this check. This skill use requires two free hands and 1 minute of concentration and must be performed for each of the three orbs. A character can take 20 on these checks, provided there are no distractions. Anyone who follows the diviner's cryptic instructions, as related by the Red Raven, receives a +2 circumstance bonus on these checks. Although the Jarl cannot see magic, he suffers no penalty on his Spellcraft checks—he can intuit the lock just as he can sense the key.

When the ritual is performed correctly, the inner orbs drop within the key. For the next 10 minutes, anyone who passes the open coterminous point is transported to a crack in the Nordein Glacier. As the prison and the chasms are nearly identical, success is not immediately obvious (to mundane sight).

The Jarl's prison can be annulled by adding an additional step to the ritual. It requires the *storied cup* (see area P4) to be filled with liquid. While the exit is open, a character raises the accursed vessel and swears an oath of fealty to the Caliph of the Djinn in the Auran language. The character then drinks the contents of the cup.

When the last drop passes the character's lips, the annulment ritual is complete and a loud crack is heard as the entire demiplane is transported to the Material Plane. The prison's incompatible geometry causes it to collapse. Characters have about 10 minutes to escape, either through an exit point into the Nordein Glacier or upwards from anywhere in the prison. Anything (or anyone) that remains within the prison is buried beneath tons of ice.

The Red Raven has a scrap of parchment scribed with the transliteration of a djinn oath of fealty (requires knowledge of Auran or a DC 5 Intelligence check to read correctly) that he got from the diviner. He does not know what the "storied cup" the diviner spoke of refers to. He is also unaware of the dangers of annulling the prison.

Development: If the Jarl is still alive when the egress is opened, he attempts to leave the prison invisibly. If detected, the Jarl fights back, only fleeing when he is free of his prison.

CONCLUDING THE ADVENTURE

Having escaped the Jarl's prison, the PCs are faced with the issue of bringing the Red Raven to justice. The infamous bandit is naturally resistant to this idea. The Red Raven recounts the extenuating circumstances of his crime, and (assuming he is reunited with Geppa) willingly hands over the *Vernal Key*. He plays up the romance of the situation—the star-crossed lovers and the thief who steals not for money, but for love.

Yet, despite his impassioned plea, law-abiding PCs might still want to arrest the Red Raven. In such case, he uses his well-honed skills (and magical cape) to evade capture or attempt escape. The Red Raven has never been caught, and he expects today to be no different. The PCs can gain leverage over the rogue by capturing or threatening Geppa, but the Red Raven takes this as a grave insult.

If the Jarl escapes, he flies off on the wind to somewhere far from his prison. Although weakened from his long imprisonment, the once-noble djinni soon recovers and becomes a danger, not just to the Caliphate of the Djinn, but to the Material Plane as well. The Jarl might even "reward" the PCs for helping him escape by including them in his nefarious schemes.

The return to Azurestone is relatively uneventful. Assuming the PCs return with the *Vernal Key*, they are greeted as heroes by the villagers. A parade of people accumulates as the PCs make their way to the Inclusive Hall. The reeve declares a celebration to be held as soon as possible.

If the PCs capture the Red Raven, the reeve takes the thief into custody and rewards the PCs with 50 gp each. The Red Raven is held under tight security until he is transported to Edme to face trial. For their efforts, the PCs gain the recognition of the aristocrats and merchants of the region. The common folk sing of the saviors of Azurestone. Word also spreads among the outlaws of the region, however, many of whom are friends of the Red Raven. The PCs might find themselves the targets of unwanted attention from the criminal fraternity.

If the PCs return without the Red Raven, both the authorities and the villagers wish to know his fate. Depending on how the PCs spin the story, they might restore his legend or tarnish it. If the *Vernal Key* is returned, and the circumstances explained, the villagers might eventually forgive the Red Raven's transgression. A romantic song or well-reasoned argument (Diplomacy or Perform check DC 25) even raises the Red Raven's esteem in the eyes of the peasantry. If the PCs let the Red Raven go free, they earn the enmity of the town's authorities, but they aren't subject to immediate prosecution. On the other hand, the Red Raven has numerous contacts with underworld agents throughout the region, and is more than willing to put in a good word on behalf of the PCs. Depending on how they treated him, he might even be willing to let them in on his next escapade against the rich and powerful.

APPENDIX 1 : NEW MONSTERS

Hoary Muntjac

This beast might at first be mistaken for a large, shaggy reindeer, although it lacks antlers. Its fanged, bloodstained muzzle, however, belies first impressions.

HOARY MUNTJAC

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent, track heat; **Listen** +4, **Spot** +4*



DEFENSE

AC 15, touch 11, flat-footed 13
(+2 Dex, +4 natural, -1 size)

hp 30 (4d10+8)

Fort +6, **Ref** +5, **Will** +3

Immune cold

OFFENSE

Spd 50 ft.

Melee bite +7 (1d8+4) and
2 hooves +2 (1d6+2)

Special Attack hibernal breath (DC 14)

Space 10 ft.; **Reach** 5 ft.

TACTICS

During Combat Hoary muntjac are vicious hunters who charge down their prey. They use their mobility and greater numbers to prevent their quarry from escaping.

Morale Like most predators, a hoary muntjac prefers an easy kill and flees if wounded more than its prey.

STATISTICS

Str 18, **Dex** 13, **Con** 15, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +4; **Grp** +12

Feats Improved Initiative, Track

Skills Hide +0 (+4 in snow), Listen +4, Move Silently +1, Spot +4 (+8 cold, +12 severe), Survival +2 (+6 cold, +10 severe)

SQ shoveler, track heat

Languages none

SPECIAL ABILITIES

Hibernal Breath (Su) Once per day, a hoary muntjac can exhale a 15-foot cone of icy

mist as a standard action. Characters caught in the cloud take 2d4 points of cold damage and are fatigued. A DC 14 Fortitude save halves the damage and negates the fatigue. Creatures that don't breathe and creatures that don't sleep (including elves) are immune to this ability, as are other hoary muntjac. The save DC is Constitution-based.

Shoveler (Ex) A hoary muntjac can move over snow or ice at its normal speed and heavy snow at half-speed (instead of one-quarter).

Track Heat (Ex) A hoary muntjac gains a +4 racial bonus on Spot and Survival checks in cold weather (below 40°). This bonus increases to +8 in severe cold (below 0°).

ECOLOGY

Environment cold mountains

Organization solitary, pair, or pack (3–8)

Treasure none

Alignment always neutral

Advancement 5–12 HD (Large)

Level Adjustment —

Hoary muntjac are a carnivorous offshoot of the deer family. Owing to the bloodstains often seen on their muzzles, they are also known as red-nosed elk.

The body of a hoary muntjac differs little from that of a reindeer or elk. Its head, however, is that of a wolflike predator, with forward-facing eyes, sharp ears, and long canines. The

hoary muntjac's stubby antlers are barely noticeable amid its thick fur, which is more akin to a shaggy wolf's pelt than a deer's hide.

Hoary muntjac hunt in packs but squabble over food once caught. Hoary muntjac prefer warm meat but can survive for short stretches on mountain scrub.

Environment: Hoary muntjac roam mountain and sub-arctic terrain. In contrast to most animals, hoary muntjac hunt primarily during the snowy season and estivate when the spring thaw comes. Their heat tracking allows them to find prey both active and torpid.

Typical Physical Characteristics: Hoary muntjac stand about 5 feet at the shoulder, although a truly monstrous bull might reach 7 feet. They weigh 500 lb.

Snowdrifter

What appeared in gloom to be a lost traveler is revealed by torchlight to be made of packed snow. This is no mannequin, though, for it reaches out with its frosty hand.

SNOWDRIFTER

CR 4

CE Medium aberration (air, cold)

Init +6; **Senses** darkvision 60 ft.; Listen +8, Spot +9

DEFENSE

AC 18, touch 18, flat-footed 12

(+2 deflection, +6 Dex)

hp 39 (6d8+12)

Fort +6, **Ref** +8, **Will** +7

Defensive Abilities amorphous; **DR** 10/magic; **Immune** cold

Weakness fire vulnerability

OFFENSE

Spd 40 ft.

Melee soulchill +10 touch (1d4+2 cold plus 1d4+2 nonlethal)

Space 5 ft.; **Reach** 5 ft.

TACTICS

Before Combat A snowdrifter uses its Hide or Disguise skills to lure its prey into an ambush.

During Combat A snowdrifter attempts to knock out its opponents one by one. It uses its mobility to divide its victims and avoid being surrounded.

Morale If reduced to 9 hit points, the snowdrifter activates its snow flurry ability and flees. If unable to become gaseous, the desperate creature fights to the death.

STATISTICS

Str 12, **Dex** 22, **Con** 15, **Int** 12, **Wis** 15, **Cha** 15

HOARY MUNTJAC

Base Atk +4; Grp +5

Feats Alertness, Great Fortitude, Weapon Finesse

Skills Bluff +11, Diplomacy +4, Disguise +11
(+13 acting, +21 concealed), Hide +6 (+10
in snow), Intimidate +4, Listen +8, Move
Silently +6 (+10 in snow), Spot +9

SQ Snow Body

Languages Auran, Common

SPECIAL ABILITIES

Amorphous (Ex) A snowdrifter has immunity to poison, sleep, paralysis, polymorph, and stunning effects. It is not subject to critical hits and, having no clear front or back, cannot be flanked.

Snowbody (Ex) A snowdrifter can arrange itself into the shape of any Medium creature or object as a standard action, but its coloration is always in shades of gray. The snowdrifter's abilities remain the same regardless of form. It does, however, gain a +10 bonus on Disguise checks when it has concealment. Concealment negated by darkvision still counts for this ability (as darkvision is only in black and white). In a snowy environment, the snowdrifter can use the Hide skill without cover or concealment.

Snow Flurry (Sp) As long as the ambient temperature is cold (40° or below), a snowdrifter gains a deflection bonus to AC equal to its Charisma bonus, and it can dissolve into a flurry of snow as a move action. Treat this as *gaseous form*. Returning to solid form is a standard action. If the temperature rises above 40°, the snowdrifter must reform on its next action.

Soulchill (Su) A snowdrifter's touch siphons both heat and vigor. Its touch deals both cold and nonlethal damage in an amount equal to 1d4 plus its Charisma modifier.

ECOLOGY

Environment cold hills

Organization solitary

Treasure 1/10 coins; 50% goods; 50% items

Alignment usually chaotic evil

Advancement 7–12 HD (Medium), 13–18 HD
(Large)

A snowdrifter is a creature of cold and darkness. Its body is a heap of snow held together by the snowdrifter's malevolent will. Although not truly incorporeal, its fluid form is nearly invulnerable to physical attacks. Snowdrifters are skillful mimics, but when one speaks, its voice always sounds distant, as if carried on the wind.

The snowdrifter's touch drains not only warmth, but also vigor. This stolen life sus-

tains the snowdrifter's own unnatural existence. Snowdrifters prefer the life force of sentient creatures and are known to ambush unwary travelers. At other times, a snowdrifter takes the form of a person or animal to lure out its prey into the cold and dark. They find taking the form of a recent victim to be especially effective.

Folk tales say snowdrifters spontaneously generate after a person freezes to death. They are solitary by nature, but powerful creatures of cold and darkness sometimes employ snowdrifters as assassins.

Environment: Snowdrifters dwell on the border between civilization and the frozen wastes. They prey primarily on travelers, but during the snowbound months they are a

danger even to city dwellers. Snowdrifters avoid temperatures above freezing, which cause them to slowly melt.

Typical Physical Characteristics: In its natural state, a snowdrifter resembles a heap of snow roughly 5 feet in diameter and rising to only a foot or two at its peak, although it can take any shape of roughly the same volume. It weighs 10 lb.

APPENDIX 2: THE FOG PEAK MOUNTAINS

The Fog Peak mountains have long been a destination for adventurers. From powerful giants to mighty dragons to mythical treasure hoards, there is plenty here to draw in brave heroes from across the continent.



SNOWDRIFTER

Geography

The mountain range known as the Fog Peak Mountains rises like a forest of spears between the wild and little-known Boarwood to the north and the vast, dark expanse of the Verduran Forest to the south. The large stretches of wilderness that surround the mountain chain have long discouraged its exploration by the civilized races, and the mountains' many monstrous denizens make any such expedition a hazardous prospect at best.

The mountains themselves are some of the most forbidding on the continent. They are too inhospitable for settlement and explorers looking for a pass through the mountains return disappointed, if they return at all.

History

Many millennia ago, the djinni imprisoned one of their worst criminals within a demiplane inside a glacier atop the Fog Peak Mountains. Some sages speculate it was the dark malice emanating from the Jarl's Prison that subtly drew the frost giants into the range. Although considered uninhabitable by most sentient creatures, the giants took advantage of their isolation and forbidding terrain to forge a nation far from the interference of smaller races.

Among frost giants, might makes right: their "kingdom" was little more than a loose confederacy of tribes. The giants built forts of stone and ice to jealously guard their hoardings. At times, the tribes met to trade goods and arrange marriages, but as often as not, they clashed over territory and treasure.

The strongest and most politic frost giant was declared the konig. This title was not so much a position of leadership as a sign of grudging respect. The konig had to rely on his own prowess and savvy to avoid being deposed by one of his underlings. Suffice to say, no konig ever died of natural causes.

The konig ruled from Thrynhheim, a cyclopean city of stone and ice. Thousands of giants and their elemental slaves inhabited the city. From its frozen parapets, the unblinking eyes of monstrous gargoyles kept watch over the surrounding plateau. Although the frost giants of the Fog Peaks were followers of Rovagug (and to a lesser extent, Gorum) they also paid due respect to the spirits of the mountains themselves. The soul of the Nordein Glacier was seen as a messenger of Rovagug, as was the tunneling worm that shook the rocks. Even Keljanir,

an elder white dragon who lived in the mountains since before the giants arrived, was revered for her strength, albeit from a respectful distance.

The last konig of the frost giants was a warrior named Virtosk. As a youth, he demonstrated his bravery by sneaking into the lair of Keljanir and stealing the magical sword *Eldavar*: a black blade carved with runes that burned with fire. As he matured, Virtosk grew ever more adept in battle and subterfuge. Armed with *Eldavar*, he carved his way to the position of konig.

Although Keljanir rarely left her lair, she was not oblivious to the outside world. Elementals of ice and stone served as her eyes and ears, and a small cult of frost giants received the dragon's wisdoms and instructions in dreams. When Keljanir learned that a frost giant had stolen from her hoard, she was displeased. Yet when her spies informed her that the thief had been named konig of the frost giants, she was incensed. It had been many decades since Virtosk's irreverent crime, but to the dragon it was but a blink of the eye.

Through her cultists, Keljanir demanded *Eldavar*'s return, plus restitution. As well, she demanded the konig be executed for his crime. The konig refused all her demands. Further, he proclaimed the dragon was a false messenger, unworthy of reverence—an impotent creature deserving only death.

The konig's pronouncement created a schism in the giant kingdom. The greater part of the giants sided with the konig, if only for the chance for mayhem and looting, but a sizeable minority joined with the cultists. Many of the rebels were shamans who decried Virtosk for his blasphemy, while others saw the opportunity to gain power in the new regime (perhaps even becoming the new konig).

Although the rebels had fewer numbers, they had a greater number of spellcasters. They also had the assistance of dragon's minions, who served as spies and shock troops. Keljanir herself, however, did not intervene, content to let the frost giants be the agents of their own destruction.

For many years the war raged, until the gelid blood of giants stained the snowy peaks. Yet even the ferocious frost giants are not without reason. After long years of pointless conflict, a compromised between the two sides was finally in sight. Keljanir, however,

had other plans. Konig Virtosk yet lived, and the dragon would not be content until Virtosk had suffered for his insolence. At last, Keljanir roused from her dormancy to face the one who had wronged her.

Keljanir and her children descended on Thrynhheim like a blizzard. They attacked without discrimination, killing loyalists and rebels alike. While her brood razed the giant's bastion, Keljanir searched for the konig. She found him entrenched near the top of a half-frozen waterfall. The fables of both dragons and giants rarely mention the two combatants' followers, telling only of the titanic struggle between the dragon and the konig. In the end, Virtosk stabbed Keljanir in the heart, the sword of contention nearly sheathed in the dragon's flesh. The fatally wounded dragon careened over the edge of the plateau. Yet, Virtosk refused to relinquish the magical blade that brought about his rise (and fall) as konig. He, too, plummeted to his death.

This event marked the end of the frost giant kingdom. The few frost giants who still remain in the mountains are little more than restless nomads, scattered remnants of a powerful nation.

Creatures

The Fog Peak Mountains are home to a variety of flora and fauna. Hardy plants emerge amid rocks and ice and pale fish swim in icy rivers. These provide food for white-coated foxes, rabbits, and weasels, as well as deer and bears. In addition to mundane fauna, several monstrous creatures inhabit the ranges.

Gargoyles: The fortress walls are long gone, but the gargoyles are not derelict in their duty. They alight upon the mountains' natural towers, patiently vigilant for any invasion. That they might wait for centuries matters little to the gargoyles.

Giants: Most of the surviving frost giants descended onto the surrounding lands, where they continue to trouble the smaller inhabitants. The few giants who still dwell in the old kingdom's mines and ruins are half-mad recluses who wish only to be left to their own devices.

Trolls: Since the fall of the giant kingdom, the number of trolls has greatly increased. Unlike the frost giants, these savage giants lack even the pretension of solidarity.

White Dragons: Although Keljanir is dead, her children still inhabit the mountains.

None match the power of their infamous ancestor, but even relatively young dragons are not to be trifled with.

Winter Wolves: Once the giant's trained hounds, these malicious creatures have since become feral hunters. Although they are the top predator on the slopes, the winter wolves still hunger for the flesh and blood of humanoids, occasionally raiding into the surrounding forests in search of such prey.

Features

Most of the frost giant keeps have eroded away: only a few enormous foundation stones stand as reminders of what once was. A few, however, survive today, engulfed by glaciers. As the ice thaws, old ruins are revealed, opening up avenues of exploration or unleashing forgotten horrors. In places, caverns permeate the mountains: some were once mines worked by giants and their slaves; others are the result of seismic activity (or perhaps the mythical tunneling worm).

The Lost Hoard: After Keljanir's death, her children fought bitterly over her treasure. The hoard was eventually split between them, but rumor has it the elder dragon kept a stash of treasure hidden even from her own children. Over the years, dragons of many colors have sought the lost hoard, although even they are unsure of its contents or existence.

The Minaret: On those rare occasions when the clouds open up to reveal the mountains' peaks, scholars in Litran examine the ancient stones with large spyglasses. The sketches they produce are valued by geologists and would-be explorers, but are of little interest to anyone else. One sketch of particular note appears to show a domed tower of humanoid construction, although none can say who built it or why.

Thrynhheim: Although the keep of the konig lies in ruins, the underground portions might still exist. What untold treasures lie beneath the cyclopean city? What dangers still lurk in its darkened corridors? And somewhere below the plateau, *Eldavar* rests enmeshed with the bones of its last victims.



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Seelah
FEMALE HUMAN PALADIN 4

ALIGN LG INIT +0 SPEED 20 ft.

ABILITIES		DEFENSE	
I6	STR	HP 34	
I0	DEX	AC 20	
I4	CON	touch 10, flat-footed 20	
8	INT		Fort +7, Ref +2, Will +3
I3	WIS		SQ aura of courage, divine health
I2	CHA		

OFFENSE

Melee +1 longsword +9 (1d8+4/19–20)
Ranged mwk composite longbow +5 (1d8+3/x3)
Special Attacks lay on hands, smite evil 1/day, turn undead 4/day (+3, 2d6+2, 1st)
Spell-like abilities (CL 4th):
At Will—detect evil
Spells Prepared (CL 2nd):
1st—lesser restoration

SKILLS

Knowledge (religion) +4
Ride +4
Sense Motive +6

FEATS

Mounted Combat, Power Attack, Weapon Focus (longsword)

Combat Gear holy water (2), wand of cure light wounds (50 charges); **Other Gear** backpack, dagger, full plate, heavy steel shield, +1 longsword, mwk composite longbow (+3 Str) with 20 arrows, rations (4), silver holy symbol, 33 gp.

Harsk
MALE DWARF RANGER 4

ALIGN LN INIT +3 SPEED 20 ft.

ABILITIES		DEFENSE	
I4	STR	HP 29	
I6	DEX	AC 16	
I5	CON	touch 13, flat-footed 13	
I0	INT		Fort +7, Ref +8, Will +3 (+2 vs. poison, spells)
I2	WIS		SQ animal companion (badger), wild empathy
6	CHA		

OFFENSE

Melee mwk greataxe +7 (1d12+3/x3)
Ranged +1 heavy crossbow +8 (1d10+1/19–20)
Special Attacks favored enemy +2 (giants)
Spells Prepared (CL 2nd)
1st—entangle (DC 12)

SKILLS

Heal +8
Hide +10
Listen +8
Move Silently +10
Spot +8
Survival +8

FEATS

Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Rapid Reload, Track

Combat Gear antitoxin, potion of cure moderate wounds, potion of pass without trace (2), smokestick, tanglefoot bag; **Other Gear** backpack, bedroll, cloak of resistance +1, +1 heavy crossbow with 30 bolts, +1 leather armor, mwk greataxe, ration (5), signal whistle, tea pot, 41 gp.

Ezren
MALE HUMAN WIZARD 4

ALIGN NG INIT +3 SPEED 30 ft.

ABILITIES		DEFENSE	
II	STR	HP 15	
9	DEX	AC 11	
I2	CON	touch 10, flat-footed 11	
I7	INT		Fort +4, Ref +0, Will +6
I5	WIS		
9	CHA		

OFFENSE

Melee club +2 (1d6)
Ranged light crossbow +1 (1d8/19–20)
Spells Prepared (CL 4th, +1 ranged touch):
2nd—bull's strength, scorching ray, web (DC 15)
1st—alarm, magic missile (2), shield 0—daze (DC 13), detect magic (2), light

SKILLS

Appraise +6
Concentration +8
Knowledge (arcana) +10
Knowledge (geography) +10
Knowledge (history) +10
Knowledge (the planes) +4
Spellcraft +10

FEATS

Combat Casting, Great Fortitude, Improved Initiative, Scribe Scroll

Combat Gear alchemist's fire (2), potion of cure moderate wounds, wand of magic missile (CL 1st, 50 chrgs); **Other Gear** backpack, bracers of armor +2, cane, dagger, l. crossbow with 20 bolts, pearl of power 1st level, rations (6), ring of protection +1, spellbook, 100 gp pearls (2), 61 gp

Lem
MALE HALFLING BARD 4

ALIGN CG INIT +3 SPEED 20 ft.

ABILITIES		DEFENSE	
8	STR	HP 20	
I6	DEX	AC 18	
I3	CON	touch 15, flat-footed 15	
I2	INT		Fort +4, Ref +9, Will +5 (+2 vs fear)
8	WIS		
I6	CHA		

OFFENSE

Melee short sword +3 (1d4–1/19–20)
Ranged mwk sling +8 (1d3–1)
Special Attacks bardic music 4/day (countersong, fascinate, inspire competence, inspire courage +1)
Spells Known (CL 4th)
2nd (1/day)—cure moderate wounds, mirror image
1st (3/day)—cure light wounds, hideous laughter, silent image (DC 15)
0 (3/day)—d. magic, ghost sound (DC 14), light, message, prestidigitation, s. instrument

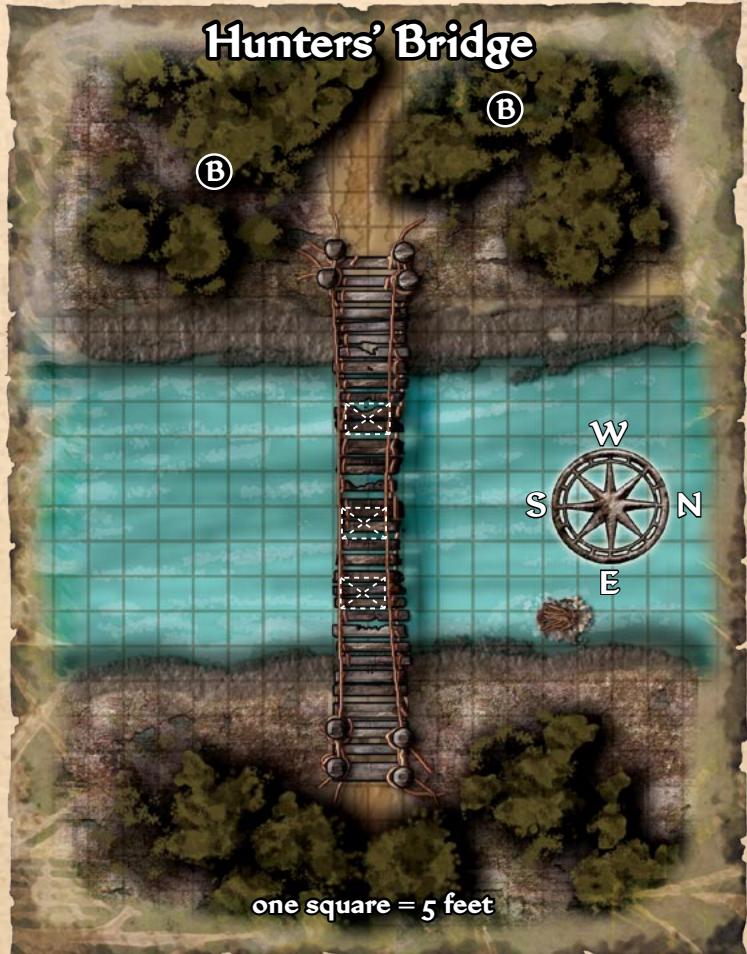
SKILLS

Bardic Knowledge +5
Bluff +10
Concentration +8
Diplomacy +12
Hide +10
Move Silently +9
Perform (wind instruments) +12
Tumble +10
Use Magic Device +10

FEATS

Dodge, Spell Focus (illusion)

Combat Gear wand of cure light wounds (CL 1st, 50 chrgs); **Other Gear** backpack, cloak of resistance +1, dagger, +1 leather armor, mwk flute, mwk sling w/20 bullets, rations (6), ring of protection +1, short sword, spell component pouch, sunrods (3), 60 gp.



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